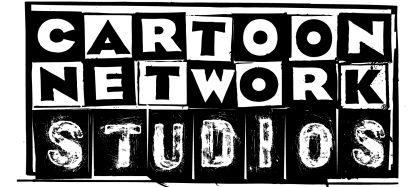




“Thank-you”
1008-063
Network Pitch



Date 01/03/11

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval
- ☐ Recording/Standards Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

Adventure Time Created by
Pendleton Ward

Creative Director
Cole Sanchez

Storyboard by
Thomas Herpich

ADVENTURE TIME



Page _____

Sc.	Pnl.	Bg.	day	night
<div style="border: 1px dashed black; width: 90%; margin: 10px auto; height: 330px;"></div>				

Sc.	Pnl.	Bg.	day	night
<div style="border: 1px dashed black; width: 90%; margin: 10px auto; padding: 20px; text-align: center;"> <p style="font-size: 2em; font-family: cursive;">"THANK YOU"</p> <p style="font-size: 1.2em;">BY TOM HERPICH</p> </div>				

Dialog:
Action:
Timing:

Production :

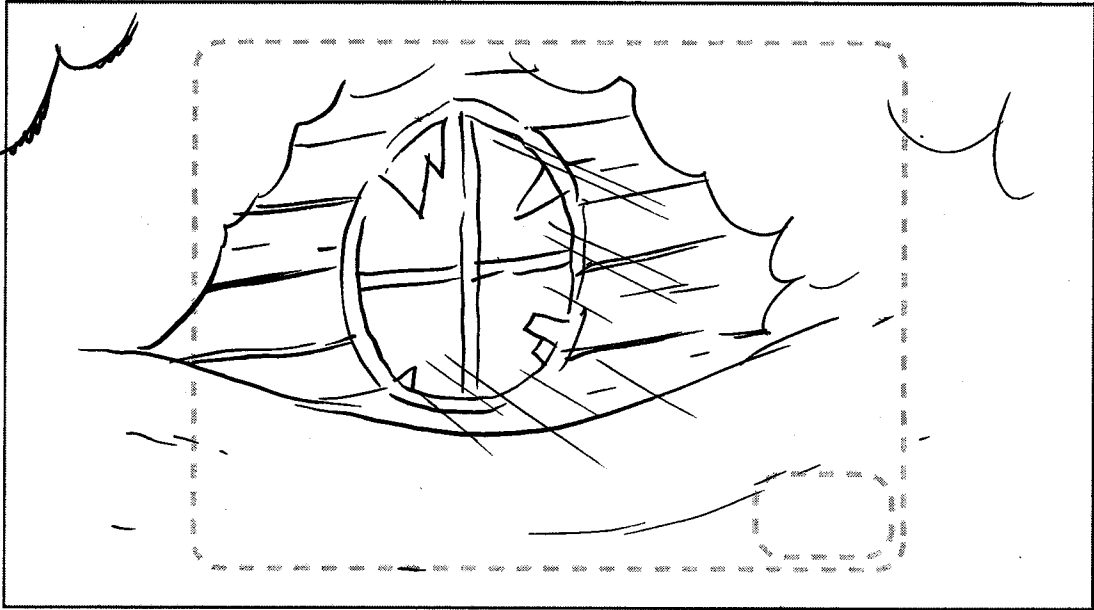
EPISODE #

898001

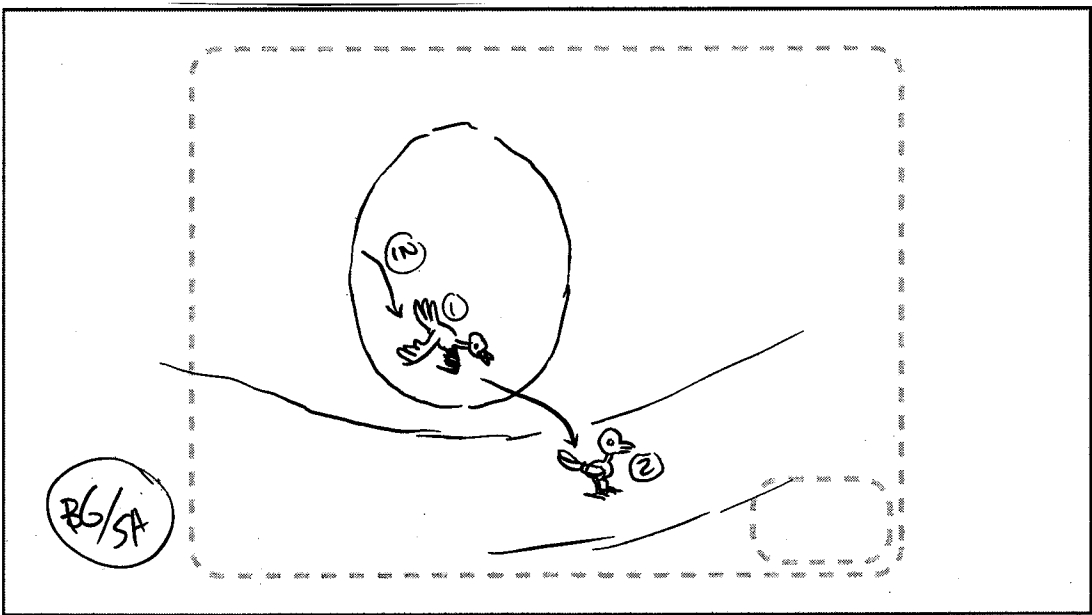
ADVENTURE TIME



Sc. 1 Pnl. A Bg. day night



Sc. 1 Pnl. B Bg. day night



Dialog:	SFX: * BIRDS CHIRPING *
Action:	- SUN streaming in
Timing:	



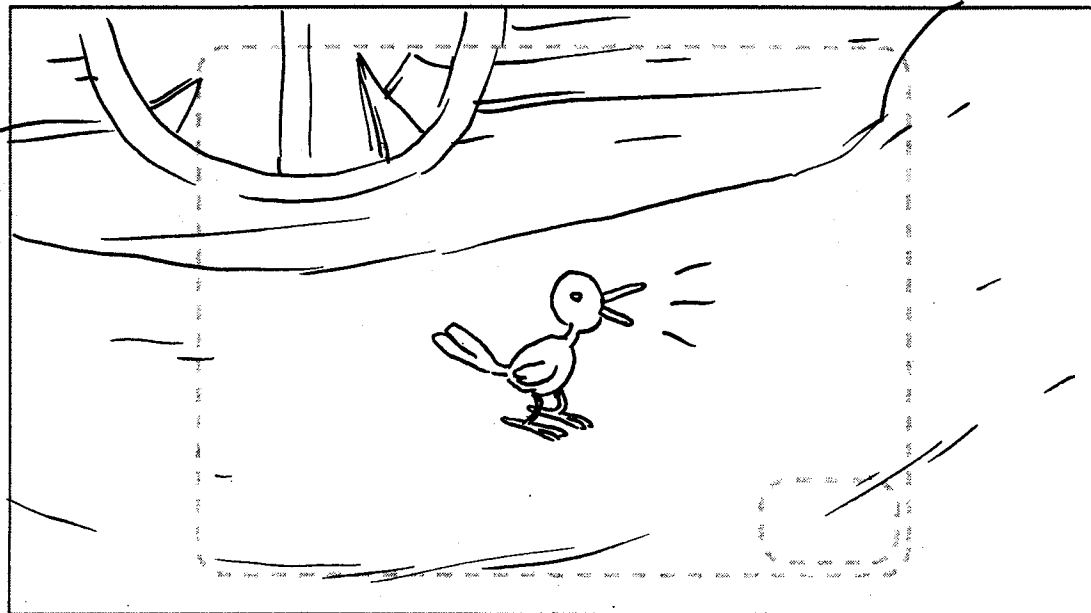
EPISODE # 100863

Production :

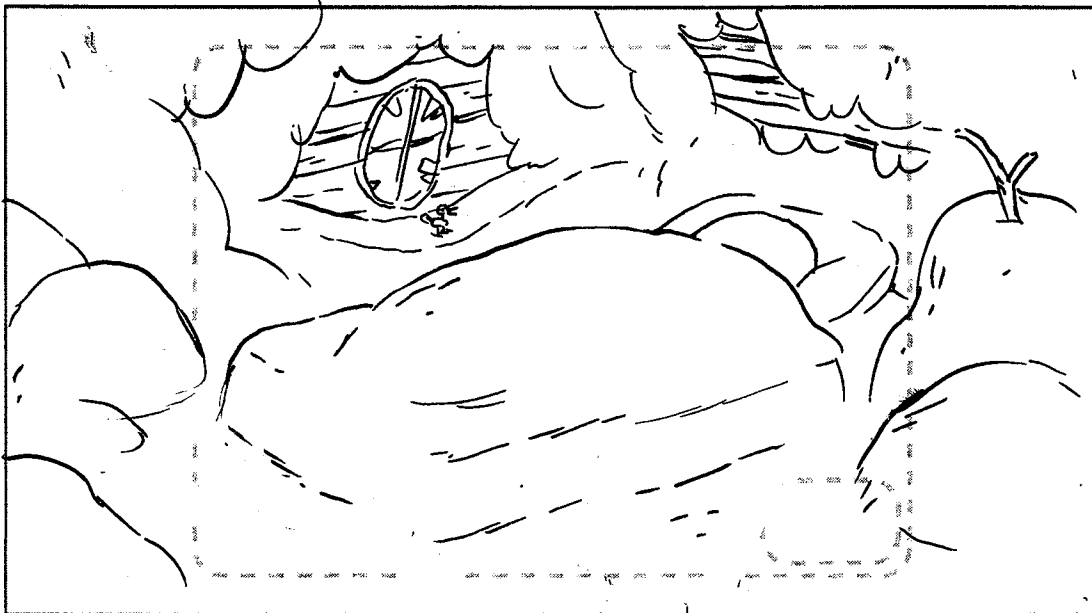
ADVENTURE TIME



Sc. 2 Pnl. A Bg. day night



Sc. 3 Pnl. A Bg. day night



Dialog:	(BIRD) *clear throat* beep beep beep beep	(BIRD) (cont.) beep beep beep
Action:		
Timing:		

2
100863

EPISODE #

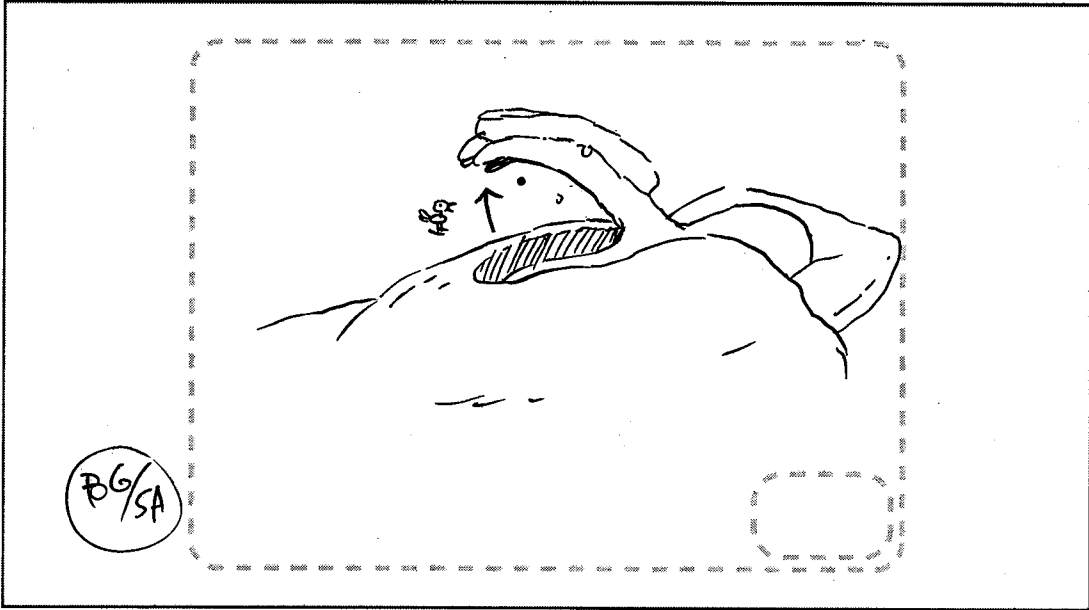
Production :

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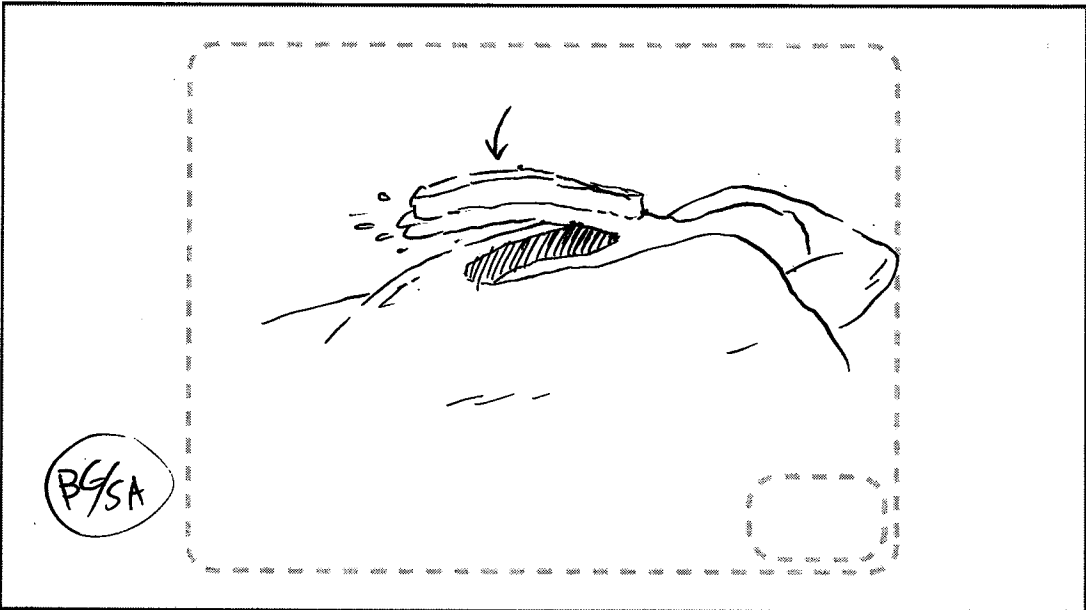
ADVENTURE TIME



Sc. 3P Pnl. 3 Bg. day night



Sc. 3 Pnl. C Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100863

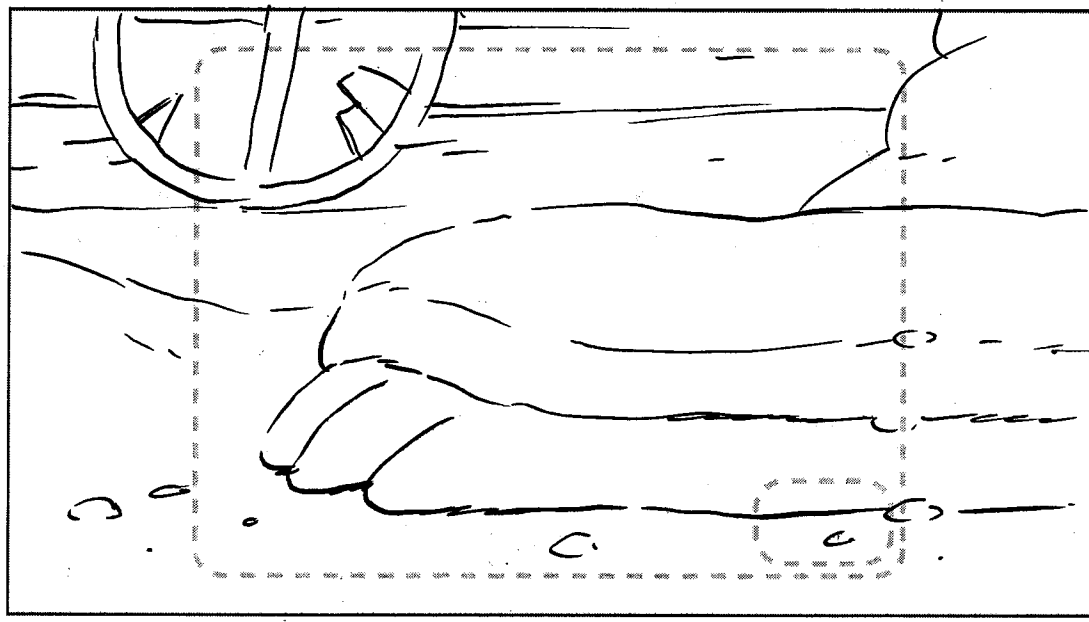
Production :

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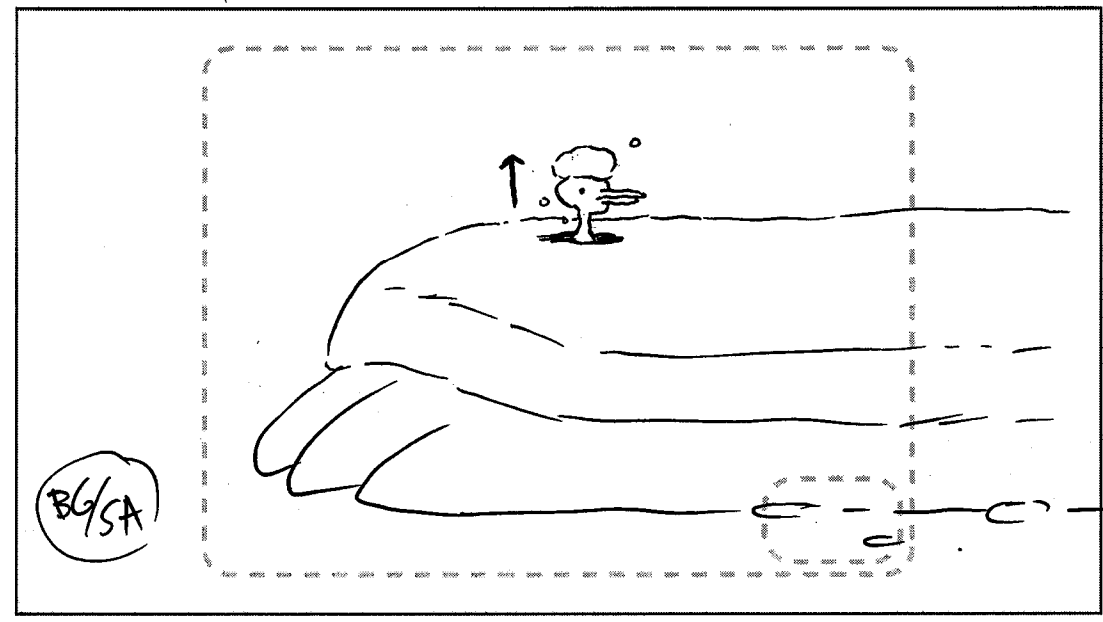
ADVENTURE TIME



Sc. 4 Pnl. A Bg. day night



Sc. 4 Pnl. B Bg. day night



Dialog:
Action:
Timing:

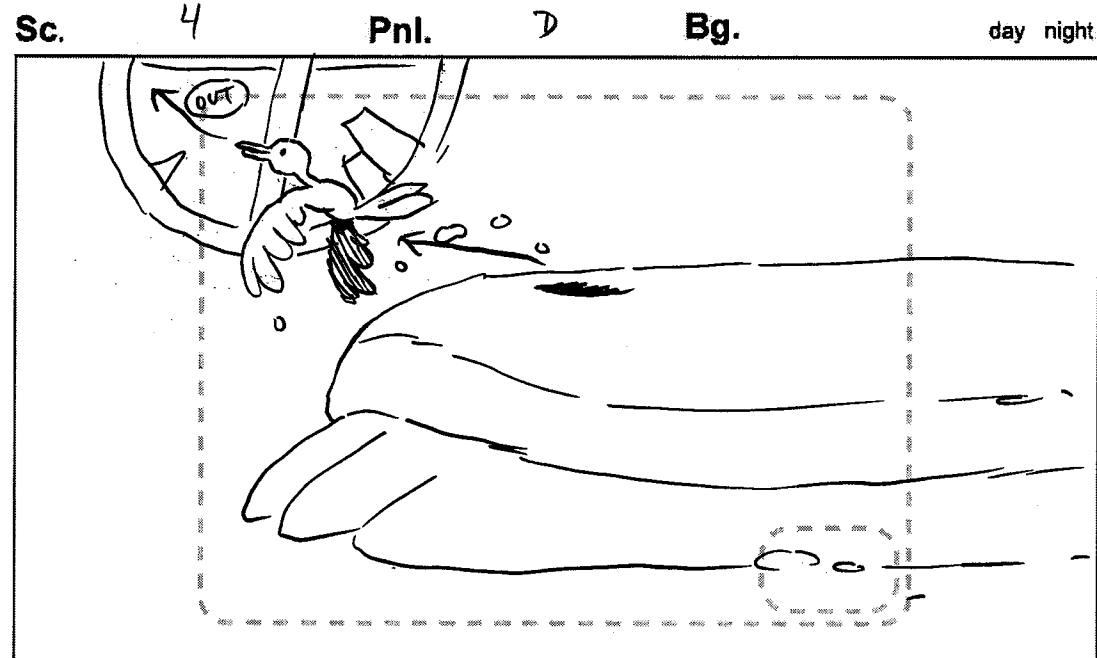
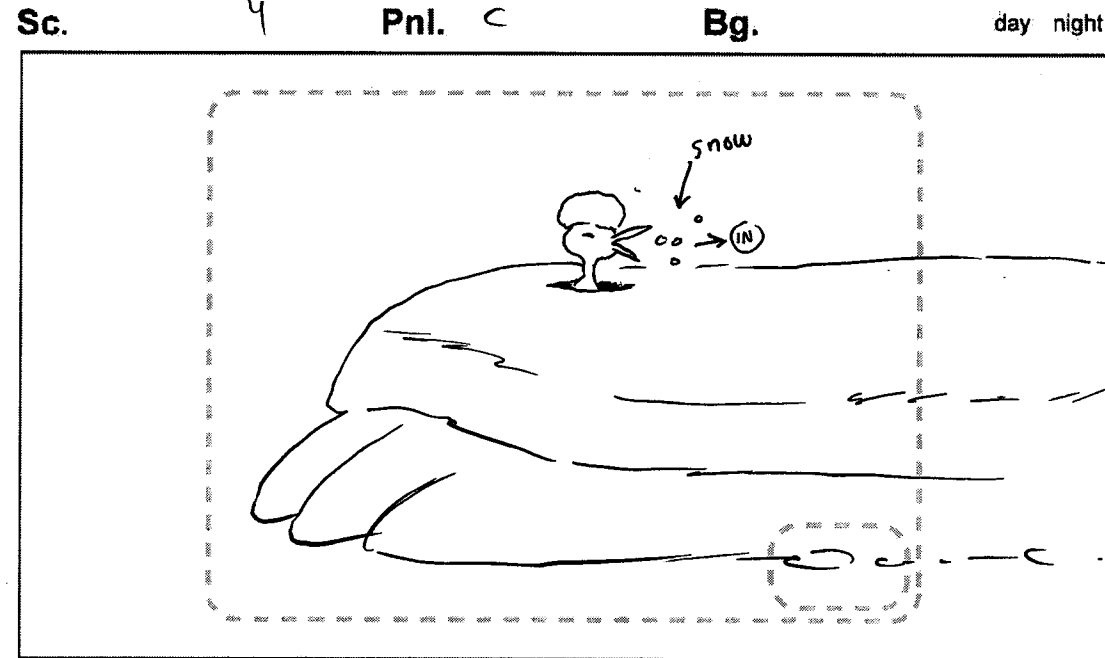
4
EPISODE # 100863
Production :

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ADVENTURE TIME



Page 5



Dialog:

BIRD: * cough *

Action:

Bird coughs out snow

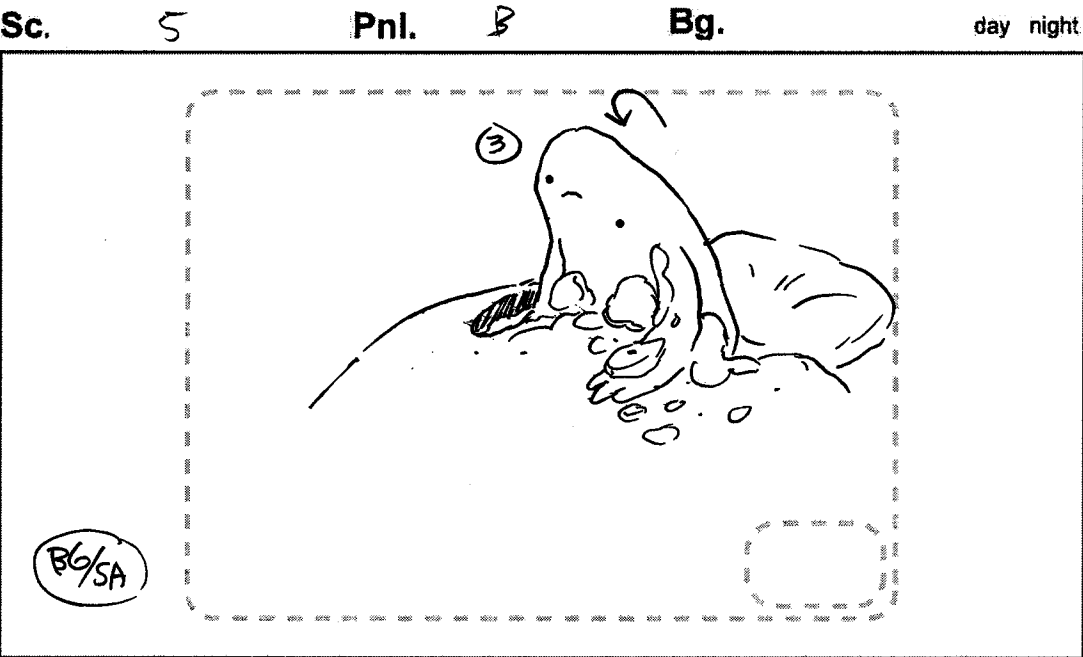
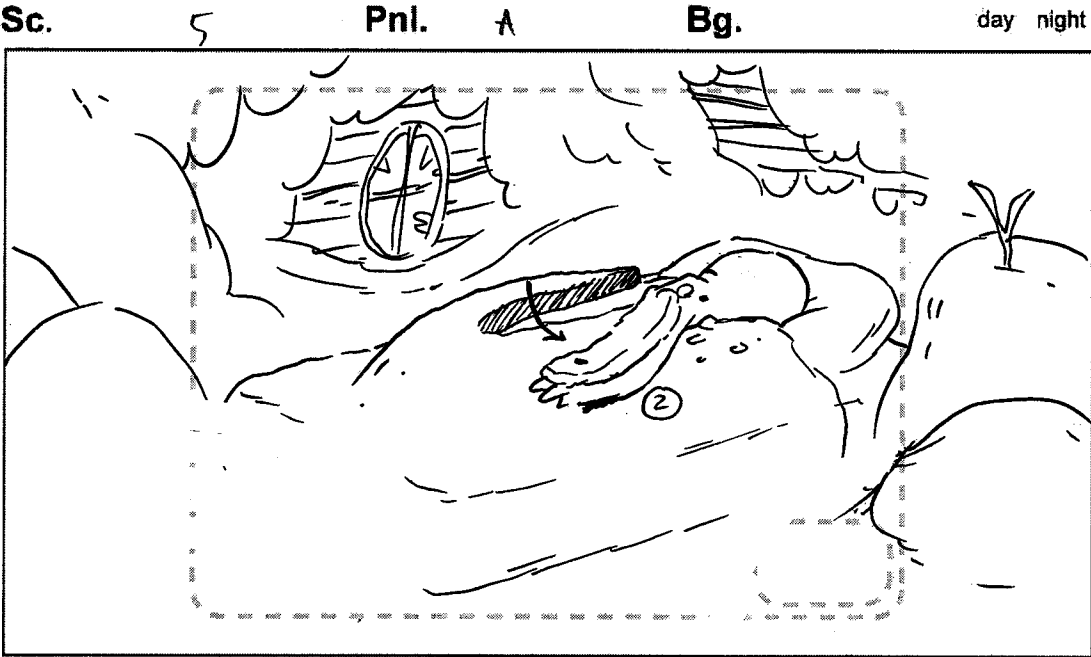
Bird flies out window

Timing:

EPISODE #
100863

Production :

ADVENTURE TIME



Dialog:	
Action:	
Timing:	

EPISODE # 100863

Production :

ADVENTURE TIME



Sc. 5 Pnl. C Bg. day night

B6/SA

Sc. 5 Pnl. D Bg. day night

B6/SA

Dialog:	(GOLEM:) (lip smacking): * smek smek smek *	(GOLEM:) * YAWN *
Action:		
Timing:		

EPISODE # 100863

Production :

ADVENTURE TIME



Sc. 5 Pnl. E Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action: Golem moves eye back into place

Timing:

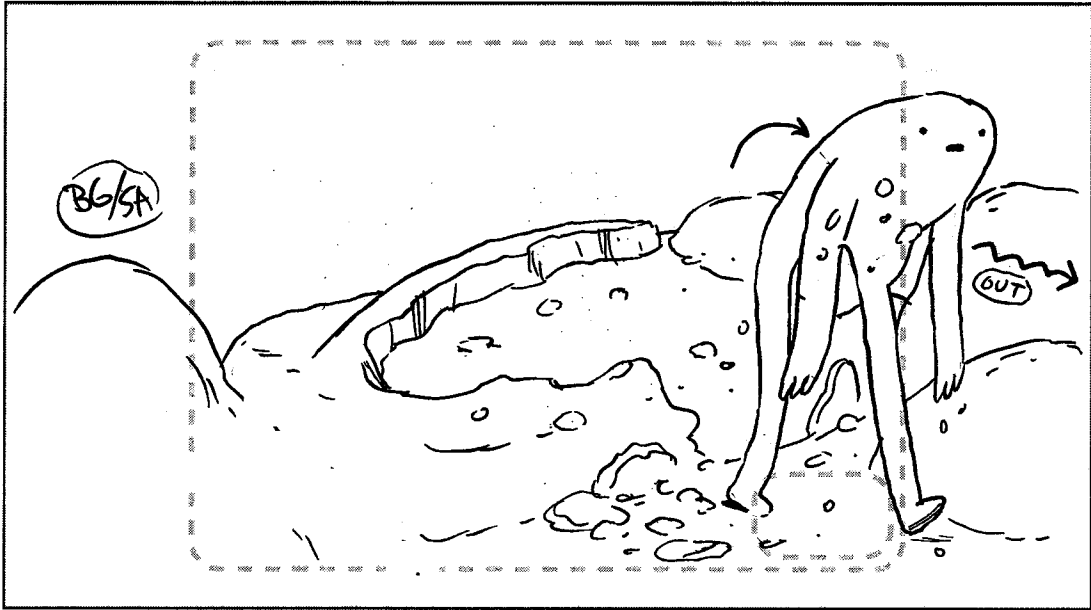
EPISODE # 100863

Production :

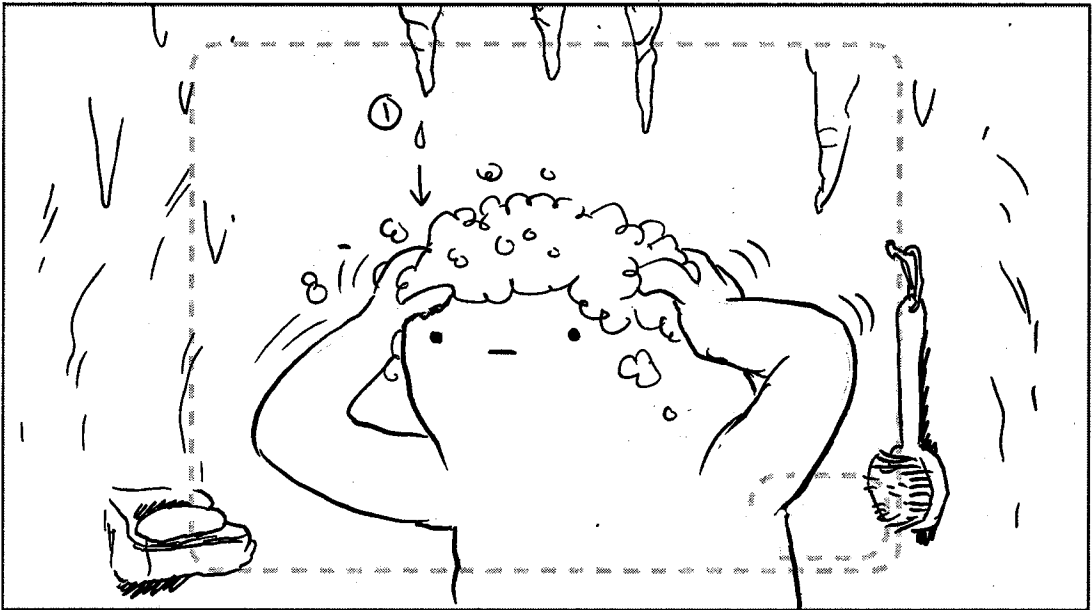
ADVENTURE TIME



Sc. 5 Pnl. F Bg. day night



Sc. 6 Pnl. A Bg. day night



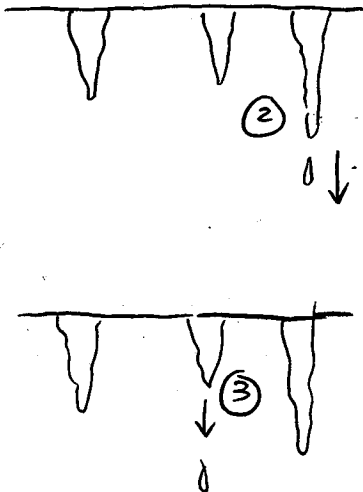
Dialog:

(GOLEM:) gynəhnn

Action:

- Golem lathers head
- Only 3 or 4 drips fall- very ~~slowly~~ slowly.

Timing:



100863

EPISODE #

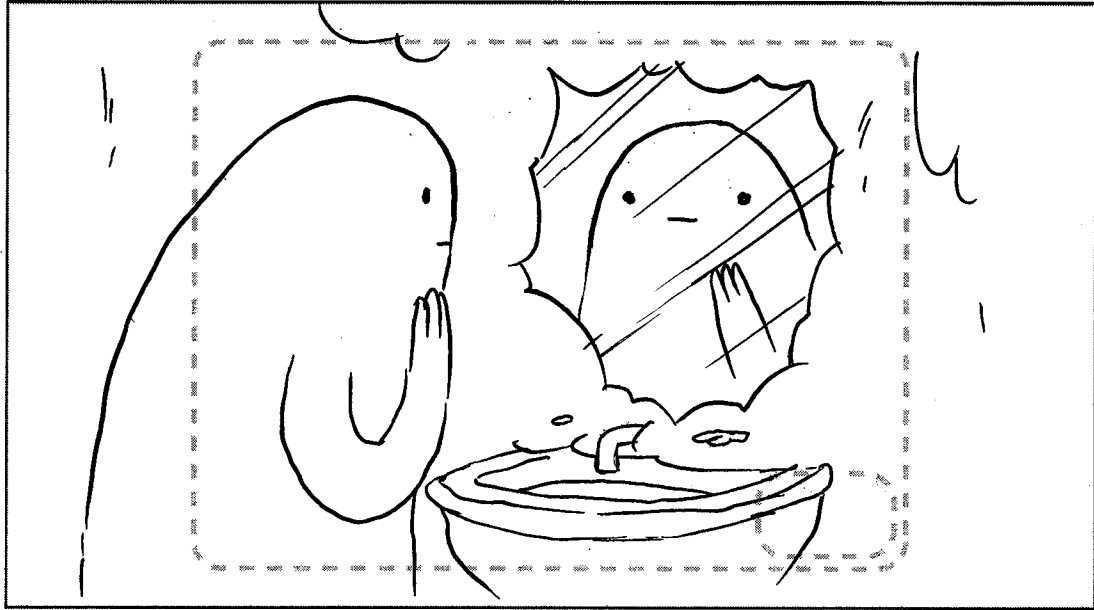
Production :

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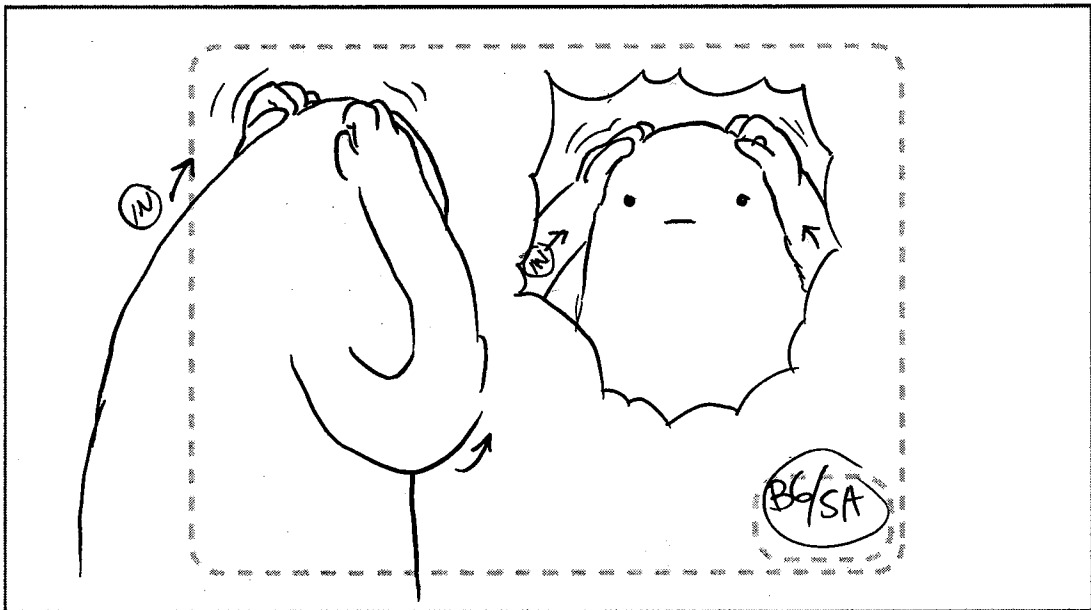
ADVENTURE TIME



Sc. 7 Pnl. A Bg. day night



Sc. 7 Pnl. B Bg. day night



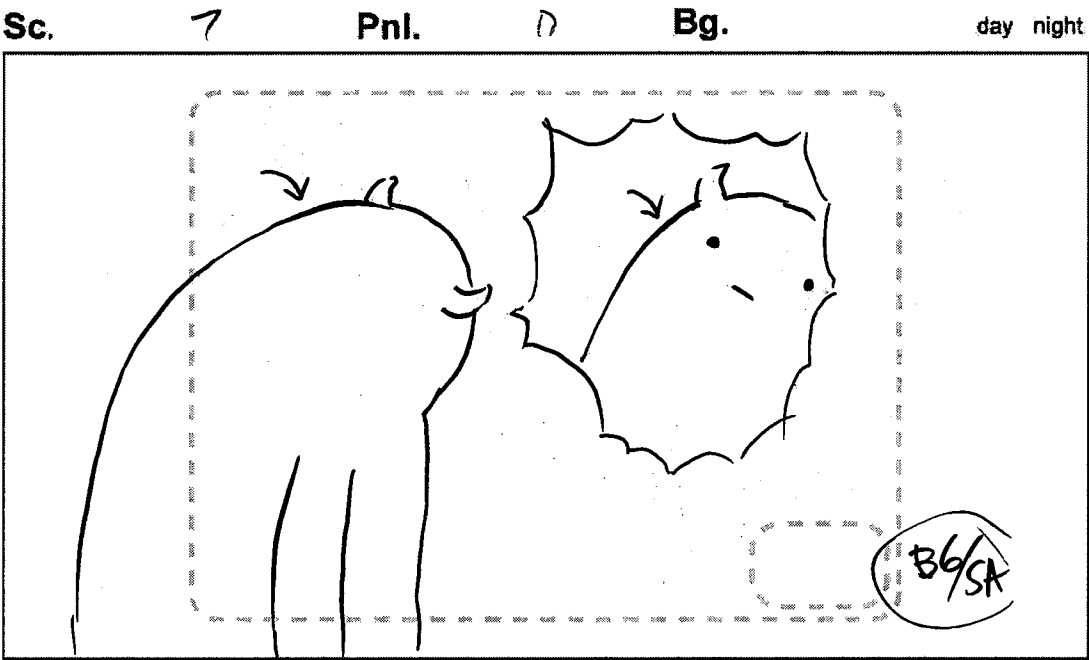
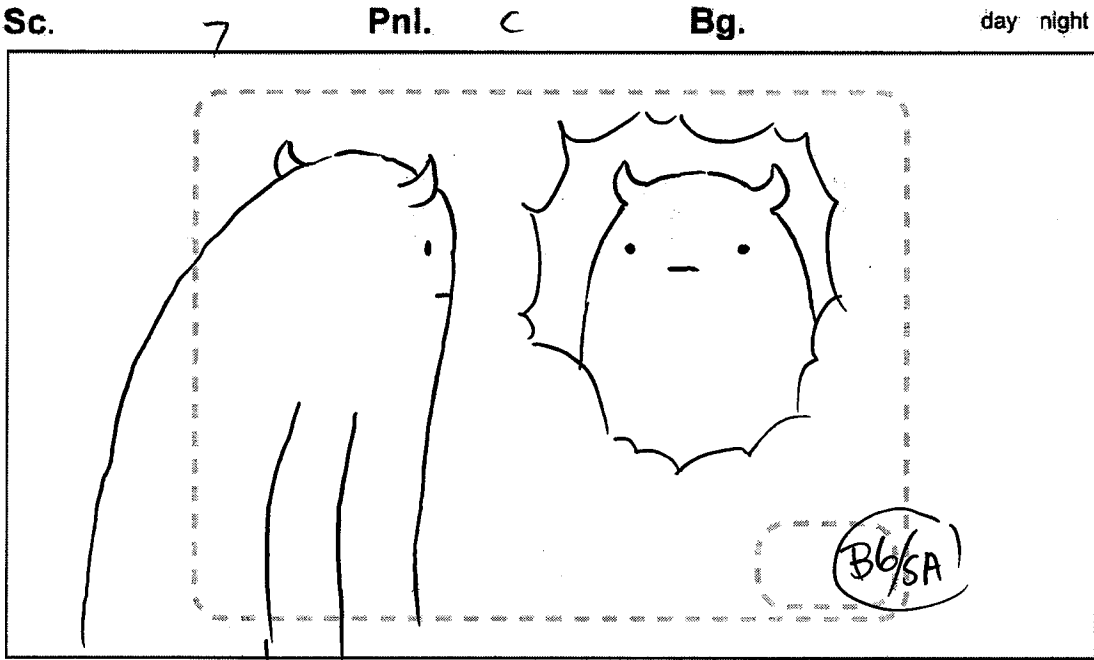
Dialog:	
Action:	Golem sculpts snow horns
Timing:	

EPISODE # 100863

Production :

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ADVENTURE TIME



Dialog:	- BEAT -
Action:	Golem studies studies self in mirror
Timing:	

EPISODE # 100863

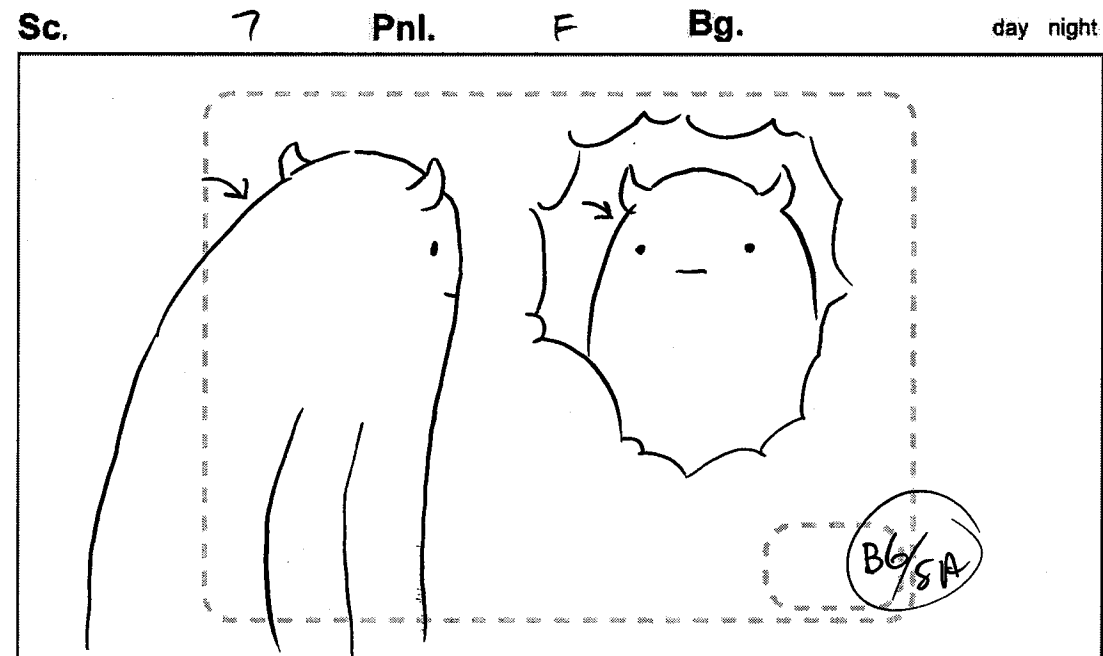
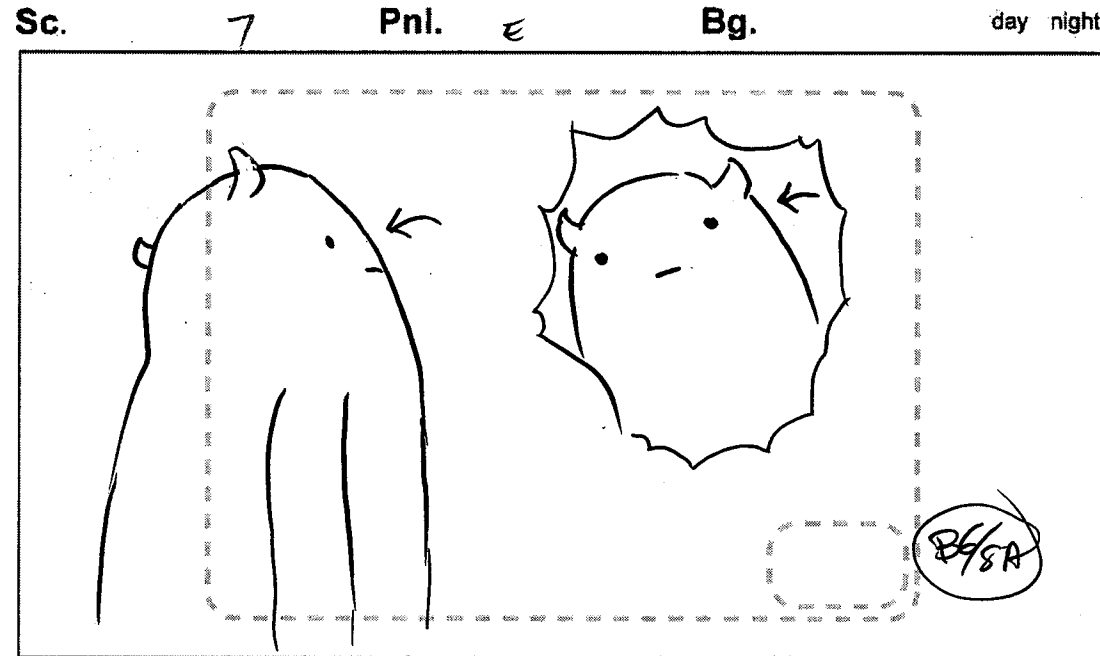
Production :

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ADVENTURE TIME



Page 12



Dialog:
- BEAT -
Action:
Timing:

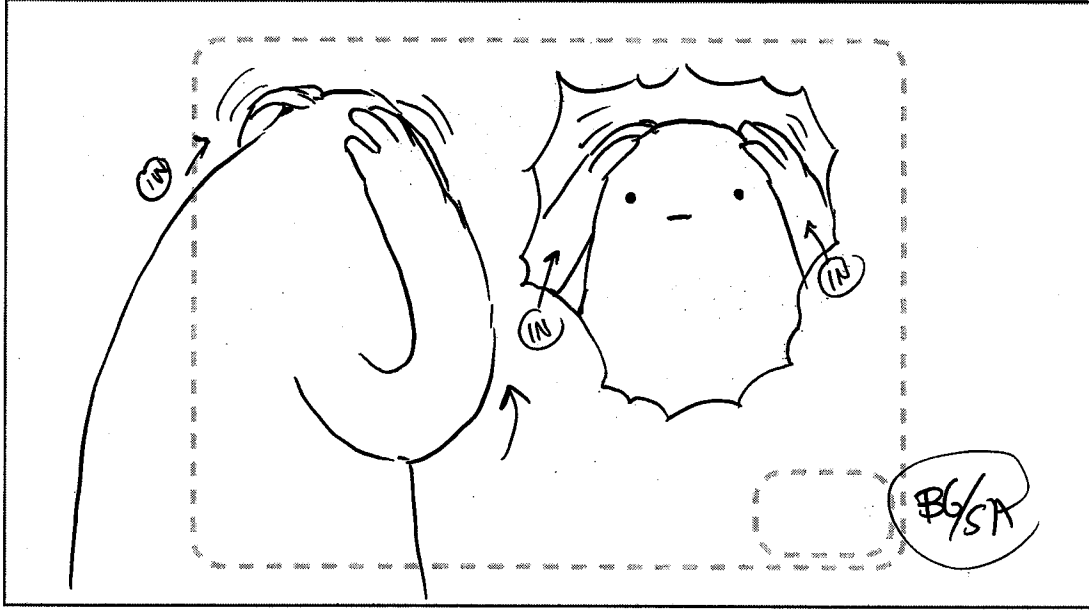
EPISODE # 100863

Production :

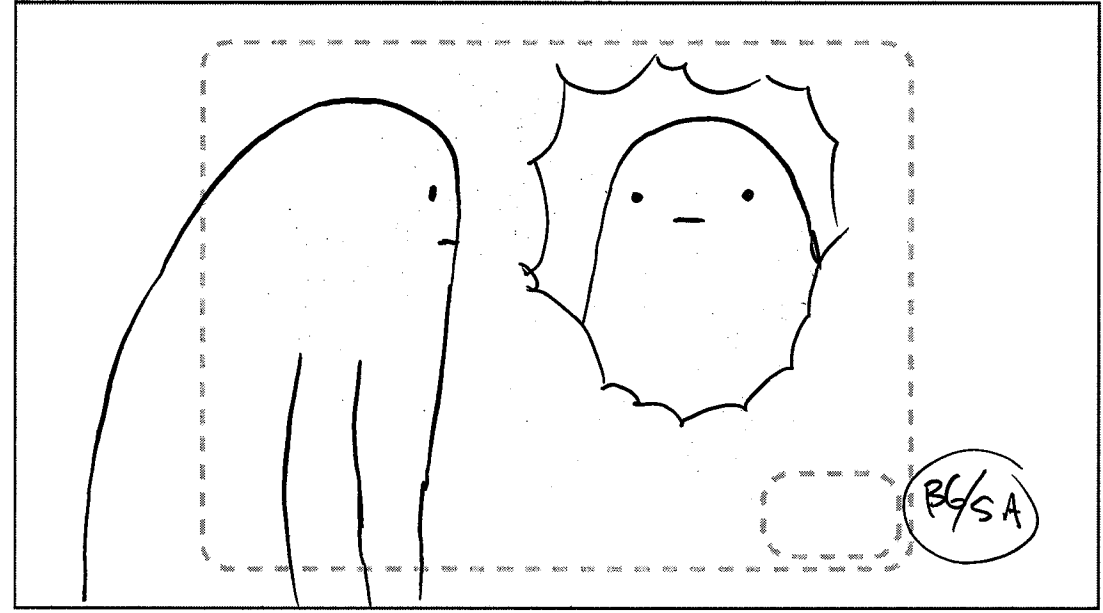
ADVENTURE TIME



Sc. 7 Pnl. G Bg. day night



Sc. 7 Pnl. H Bg. day night



Dialog:

- BEAT -

Action: Golem smushes horns down

Timing:

EPISODE # 100863

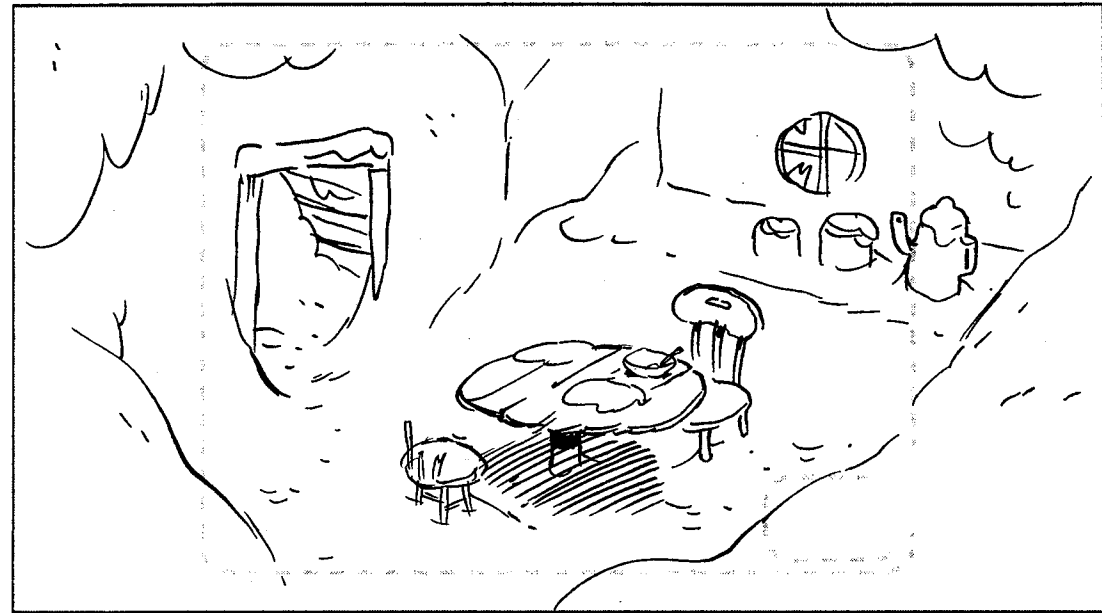
Production :

ADVENTURE TIME

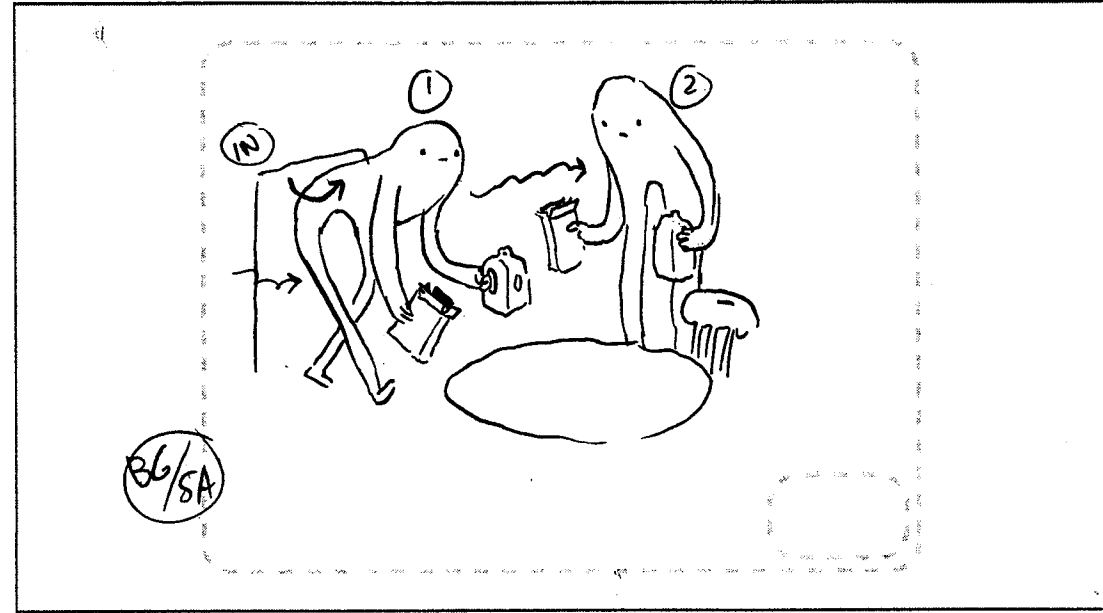


Page 14

Sc. 8 Pnl. A Bg. day night



Sc. 8 Pnl. B Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100863

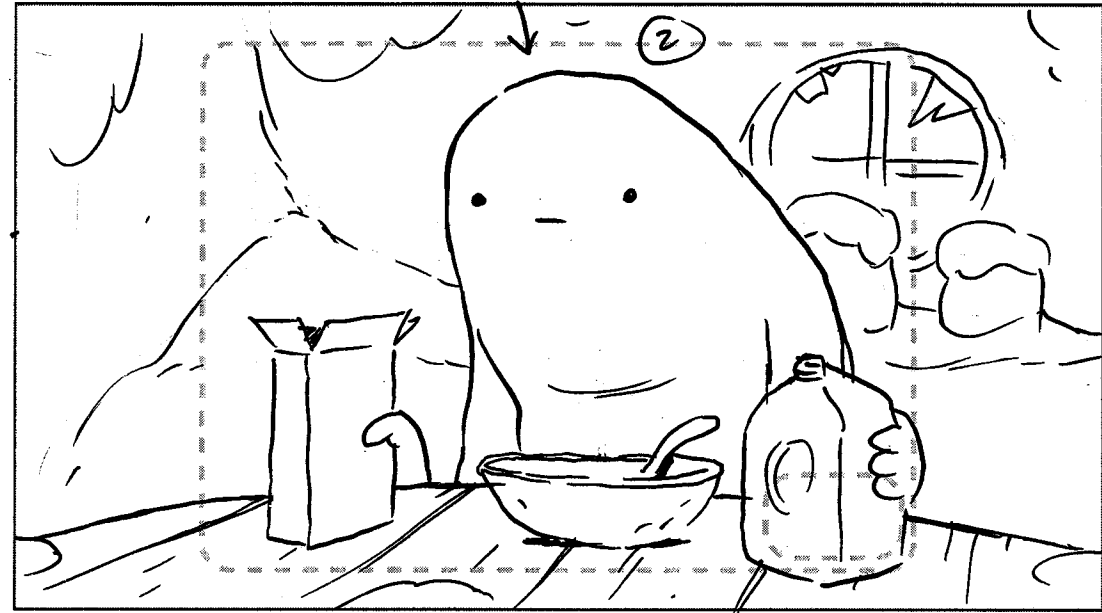
Production :

ADVENTURE TIME

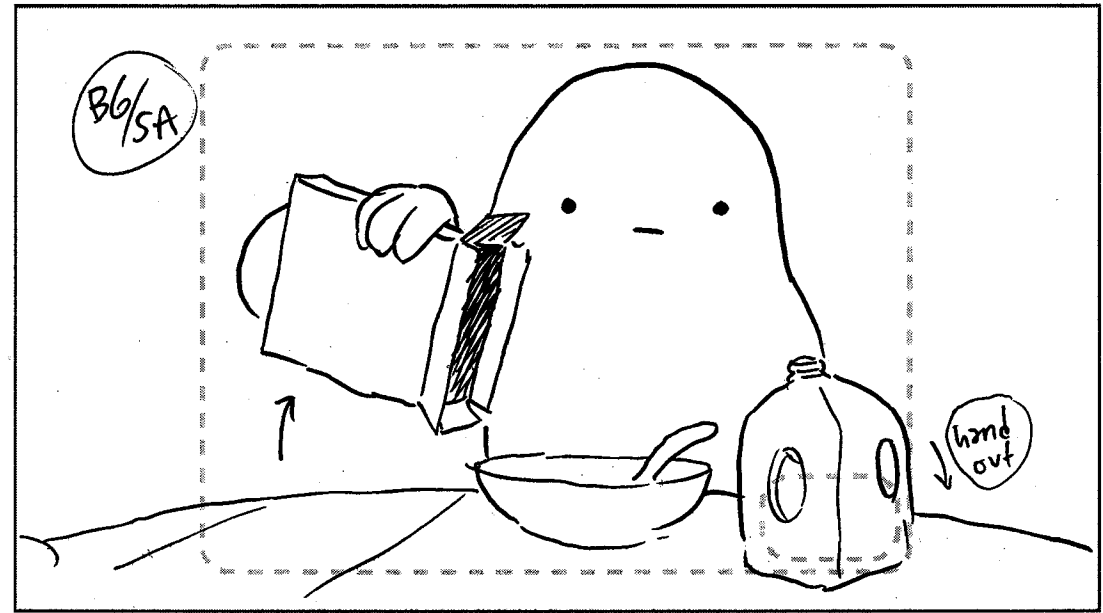


Page 15

Sc. 9 Pnl. A Bg. day night



Sc. 9 Pnl. B Bg. day night



Dialog:	
Action: Gale m sits on chair	<div data-bbox="322 1006 1061 1567" data-label="Image"> </div>
Timing:	

EPISODE # 100363

Production :

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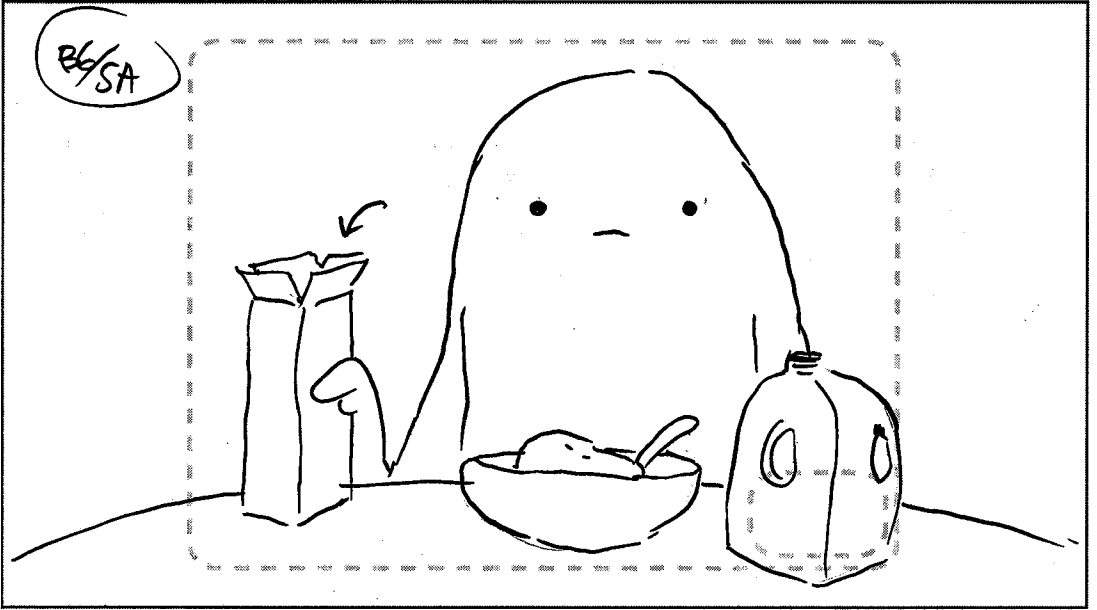
ADVENTURE TIME



Sc. 9 Pnl. C Bg. day night



Sc. 9 Pnl. D Bg. day night




Dialog:

SFX: ① * CLANK *
② * clink *

Action: pear rolls out of cereal box

Timing:



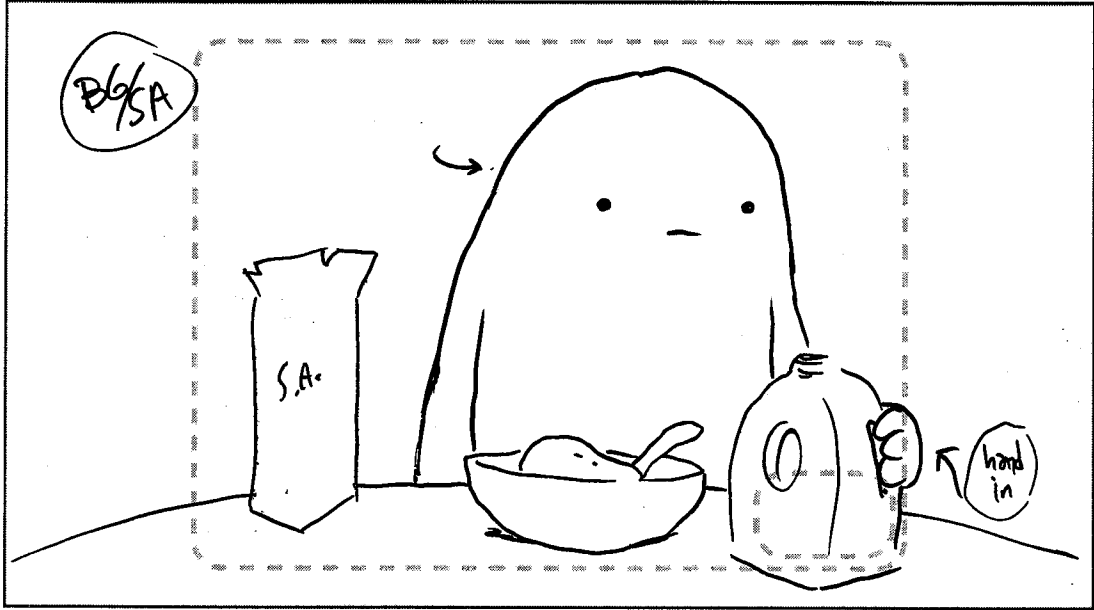
EPISODE # 100863

Production :

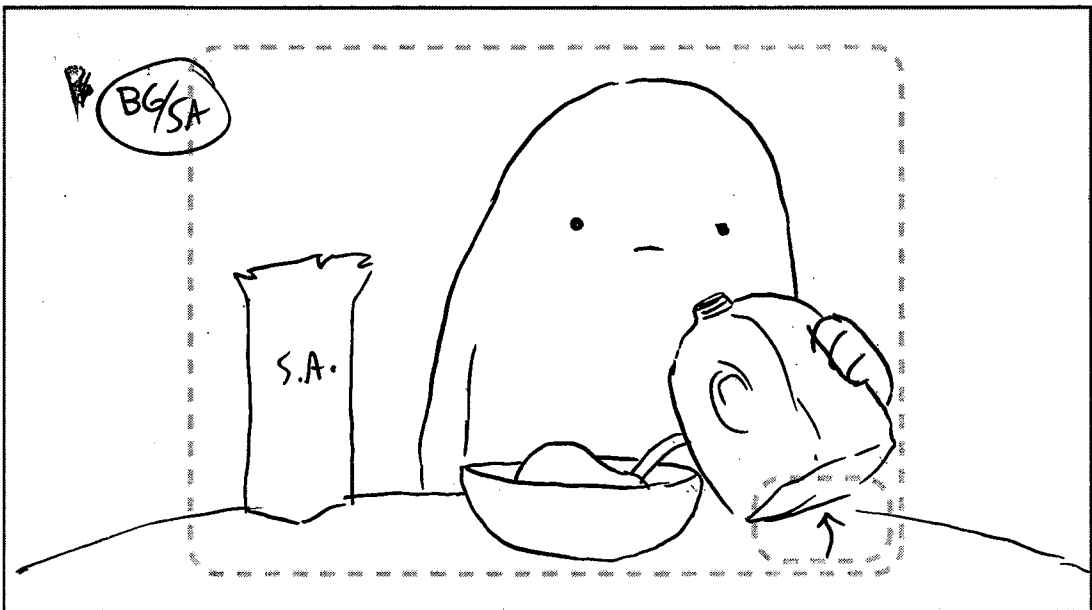
ADVENTURE TIME



Sc. 9 Pnl. E Bg. day night



Sc. 9 Pnl. F Bg. day night



Dialog:
Action:
Timing:

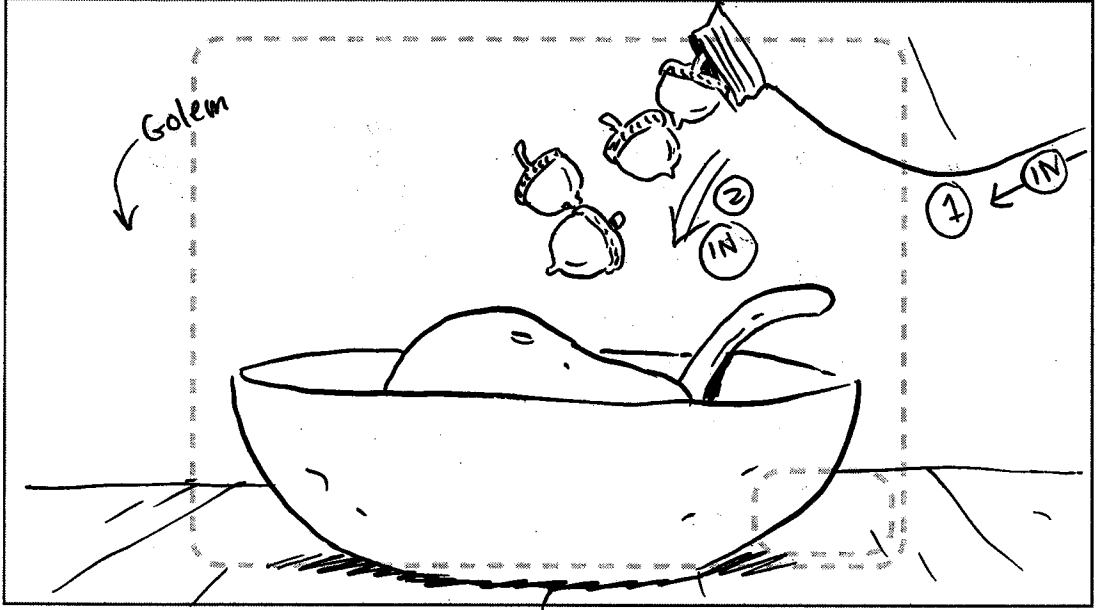
EPISODE # 100863

Production :

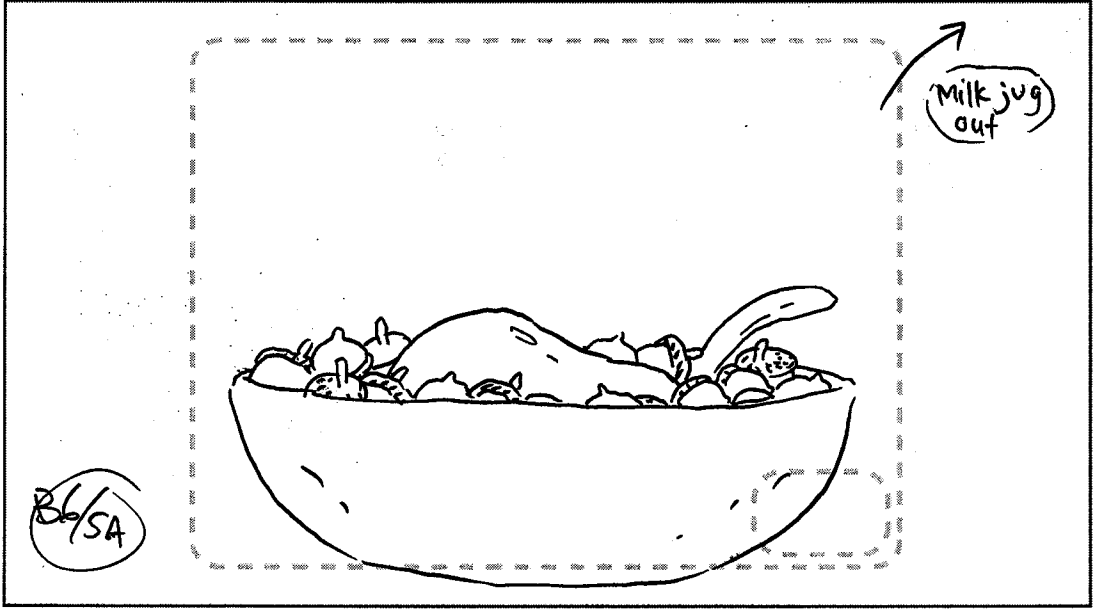
ADVENTURE TIME



Sc. 10 Pnl. A Bg. day night



Sc. 10 Pnl. B Bg. day night



Dialog:

SFX: * clink clink clink * etc. etc.

Action: - Bowl Fills w/ acorns.
- Golem shakes out empty jug

Timing:

100863

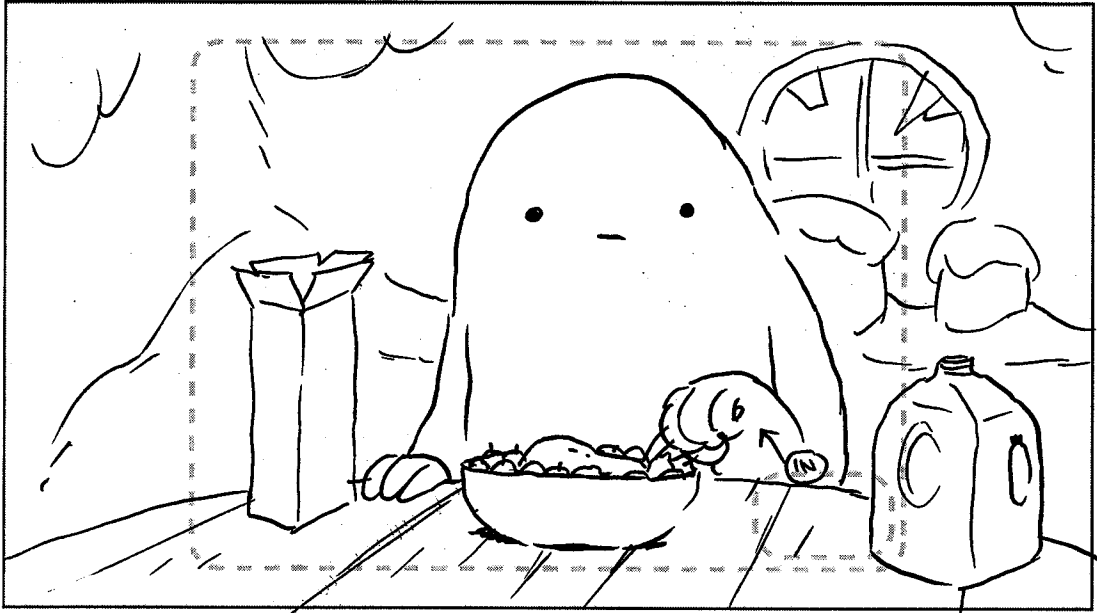
EPISODE #

Production :

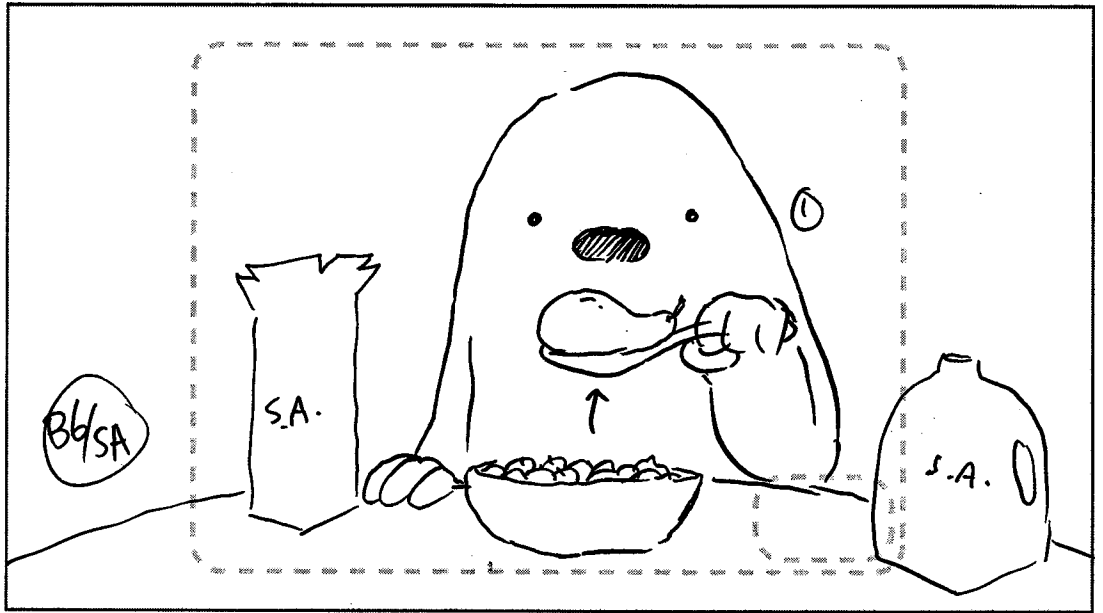
ADVENTURE TIME



Sc. 11 Pnl. A Bg. day night



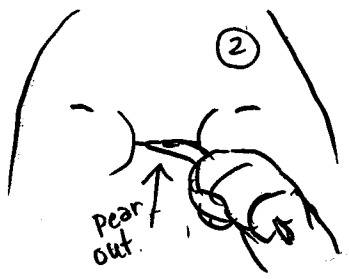
Sc. 11 Pnl. B Bg. day night



Dialog:

Action:

Timing:



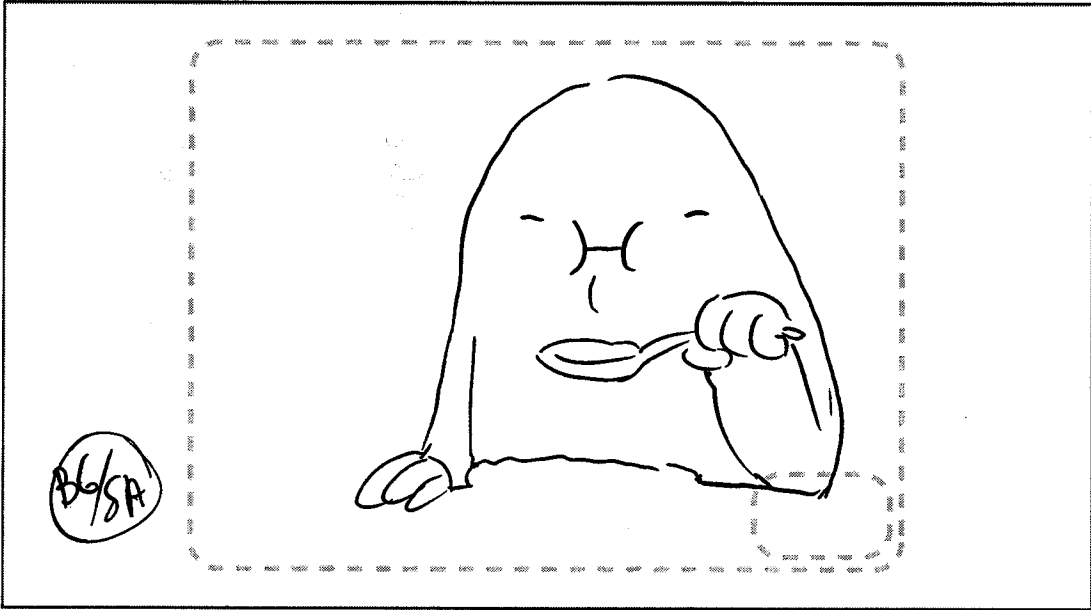
EPISODE # 100863

Production :

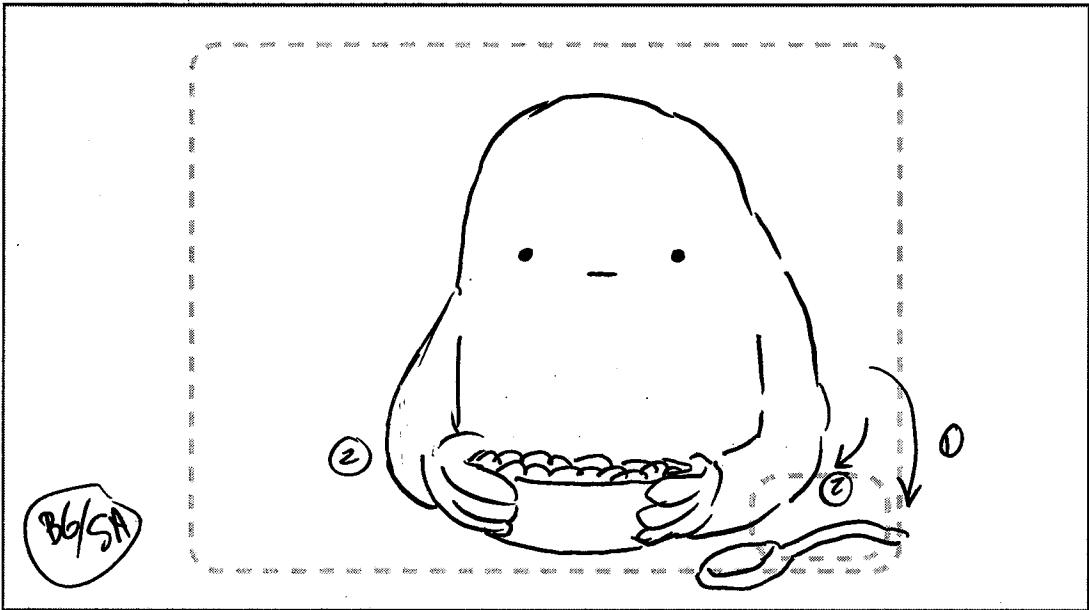
ADVENTURE TIME



Sc. 11 Pnl. C Bg. day night



Sc. 11 Pnl. D Bg. day night



Dialog:
GOLEM: * swallow *
Action:
Golem swallows pear
Timing:

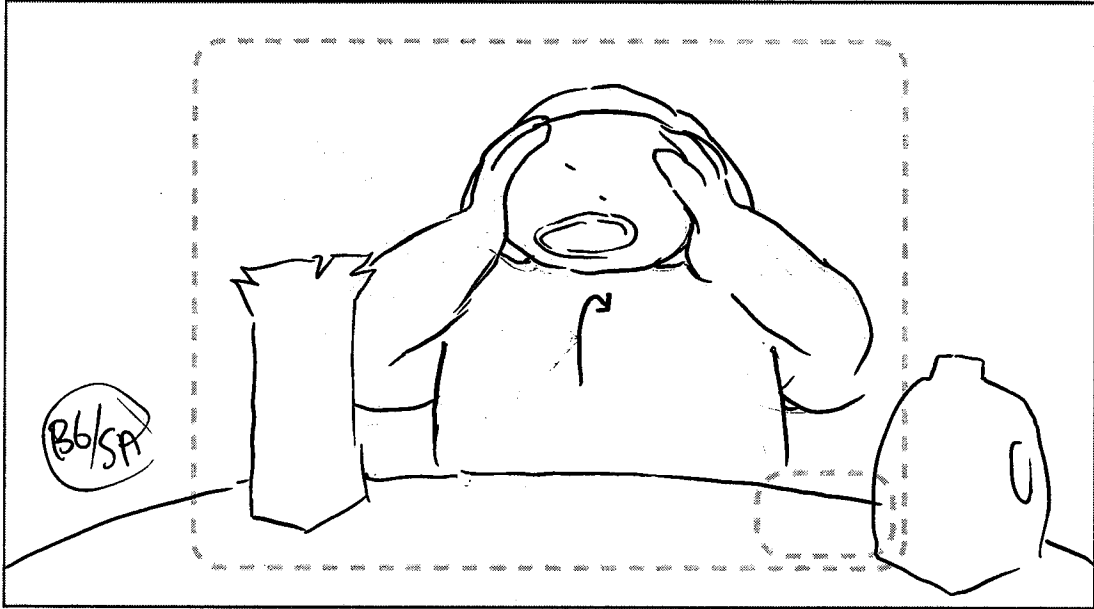
EPISODE # 100863

Production :

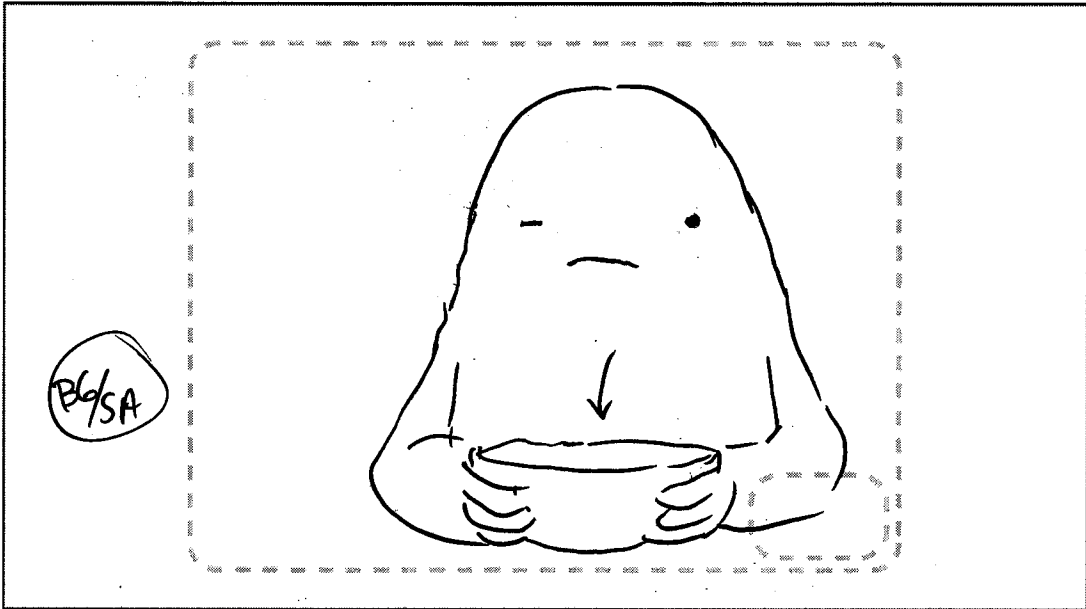
ADVENTURE TIME



Sc. 11 Pnl. E Bg. day night



Sc. 11 Pnl. F Bg. day night



Dialog:

GOLEM: *gulp gulp gulp*

GOLEM: *sniff...* *gynngnh*

Action:

Gdem drinks acorns

Timing:

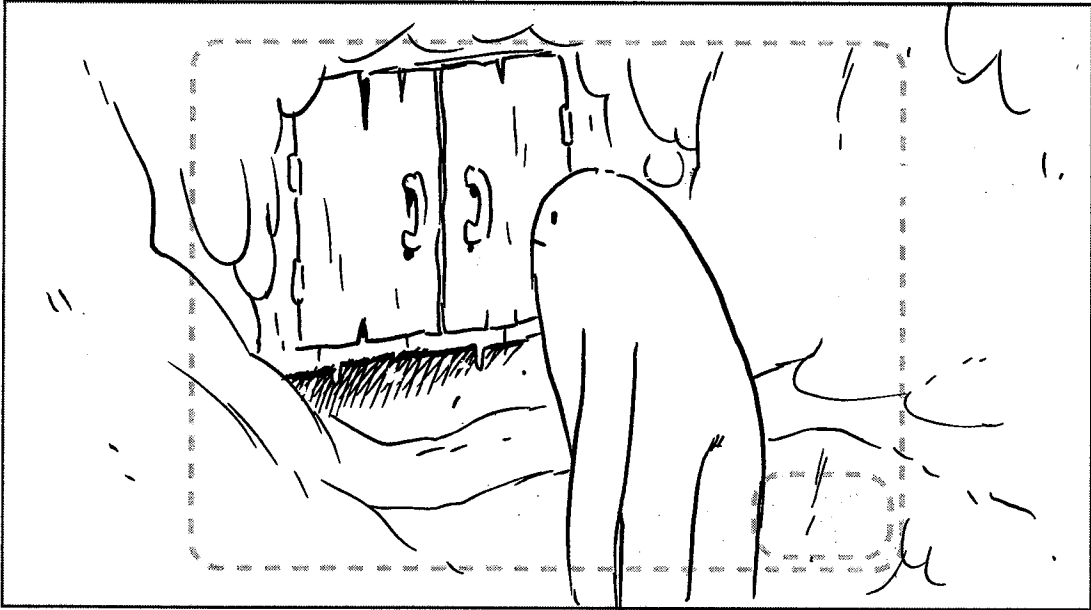
EPISODE # 100863

Production :

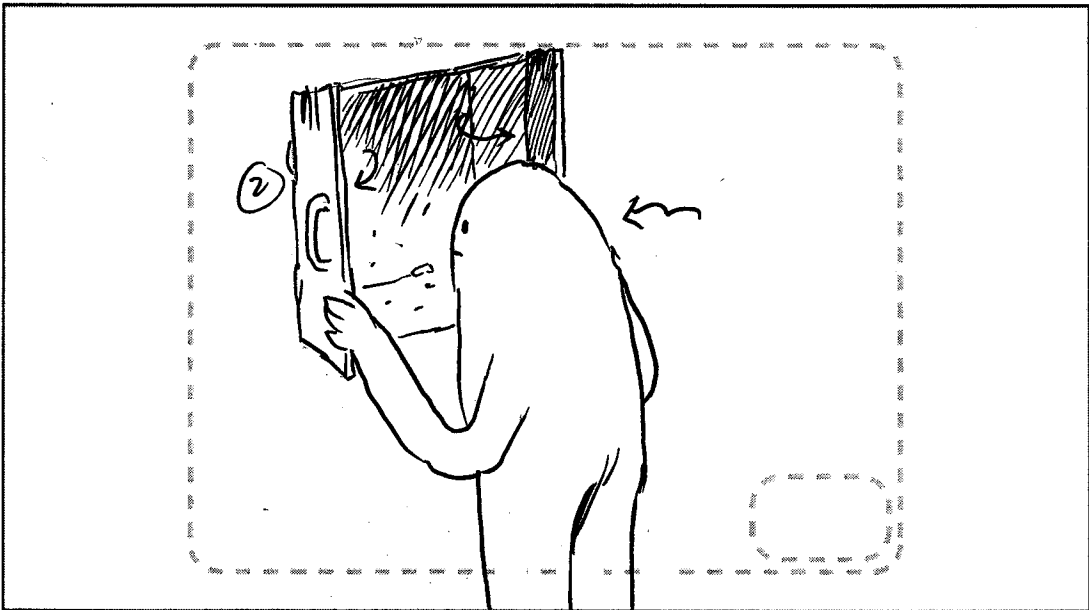
ADVENTURE TIME



Sc. 12 Pnl. A Bg. day night



Sc. 12 Pnl. B Bg. day night



Dialog:
Action:
Timing:

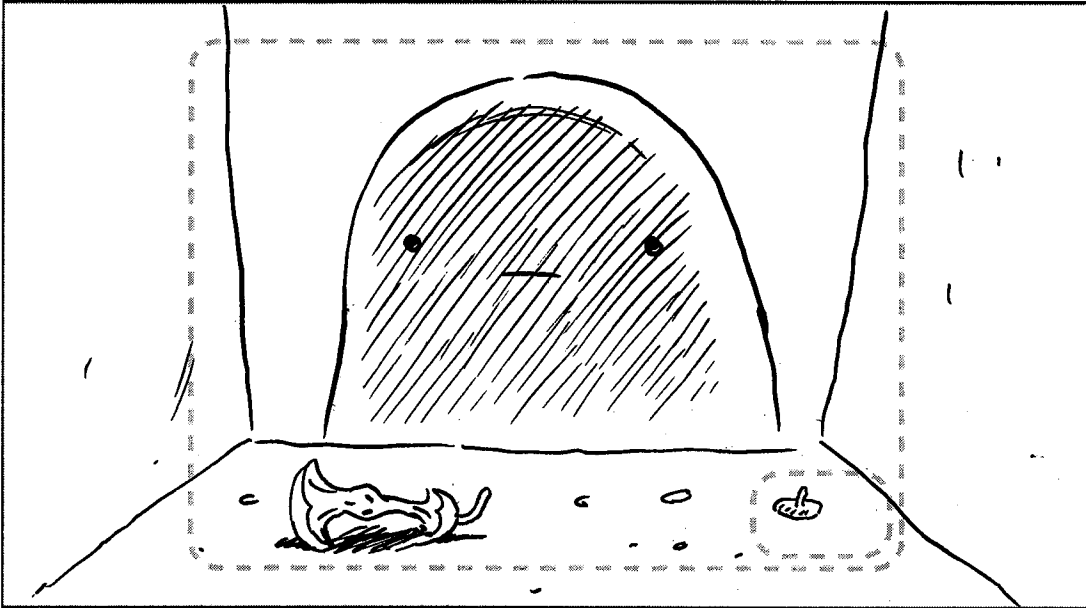
EPISODE # 100863

Production :

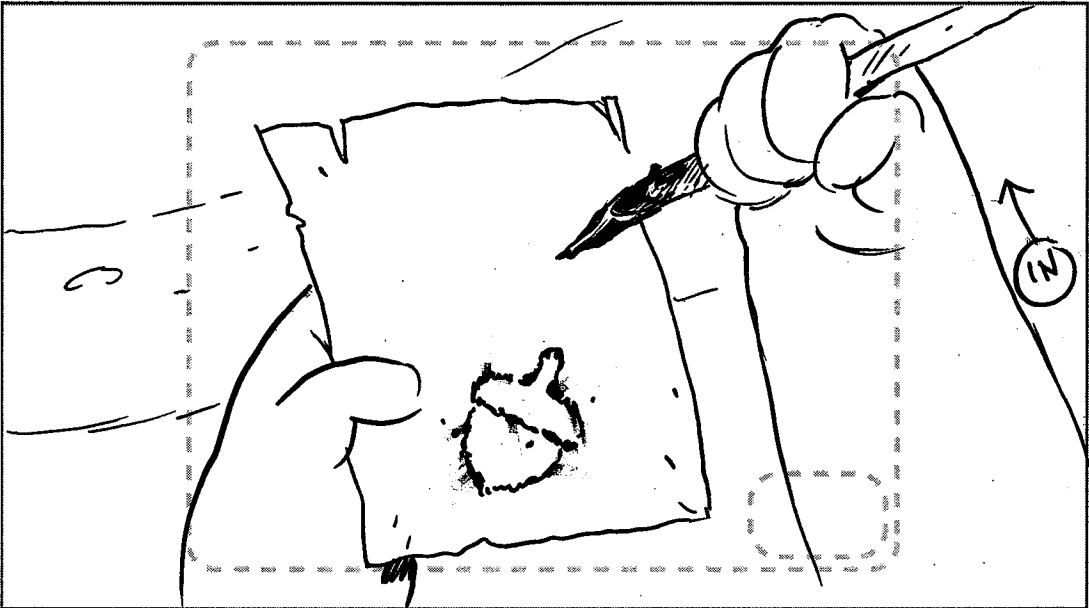
ADVENTURE TIME



Sc. 13 Pnl. A Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog:
Action:
Timing:

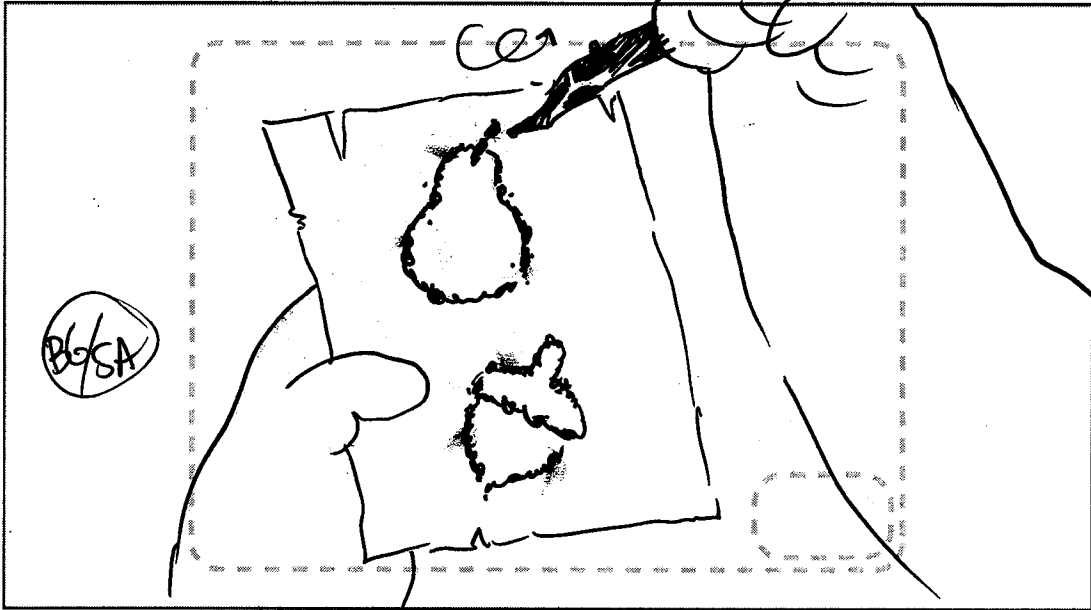
EPISODE # 100863

Production :

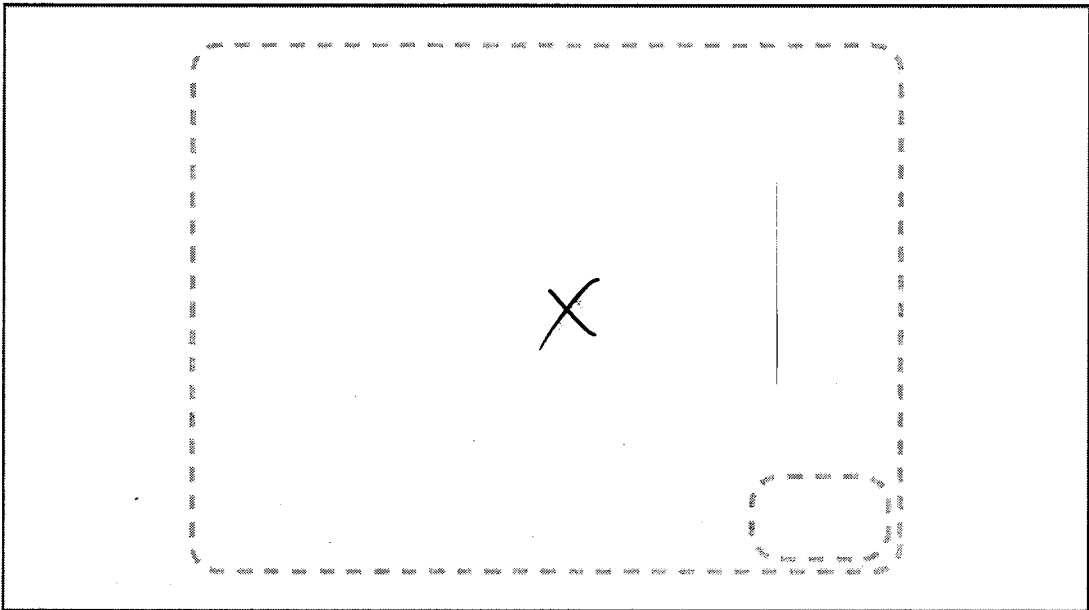
ADVENTURE TIME



Sc. 14 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	SFX: scritch scritch
Action:	Golem draws pear
Timing:	

EPISODE # 100863

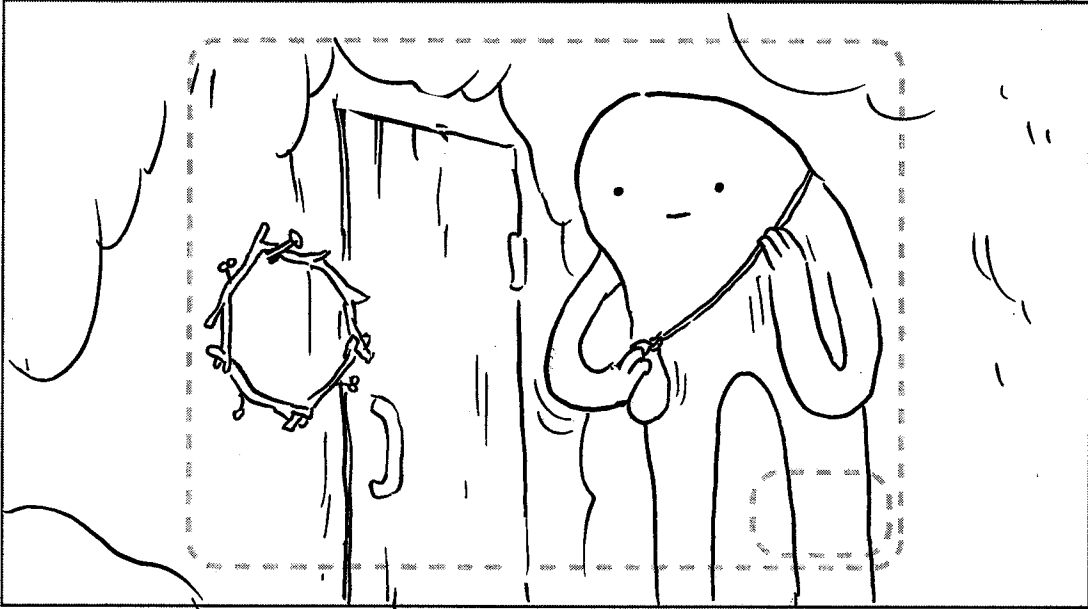
Production :

24

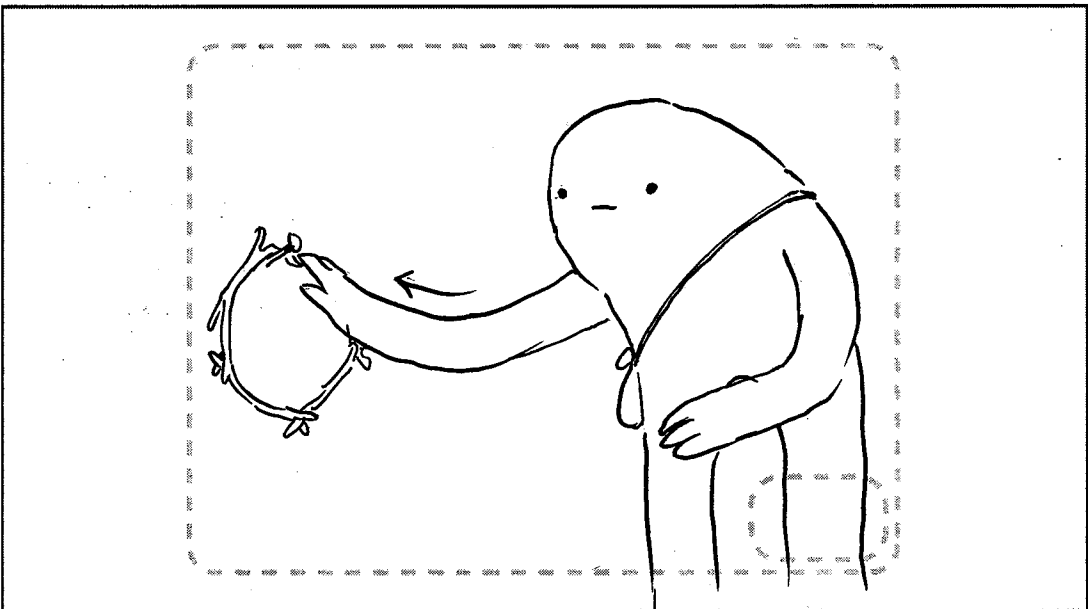
ADVENTURE TIME



Sc. 15 Pnl. A Bg. day night



Sc. 15 Pnl. B Bg. day night



Dialog:
Action: Golem adjusts pouch
Timing:

100863

EPISODE #

24.5

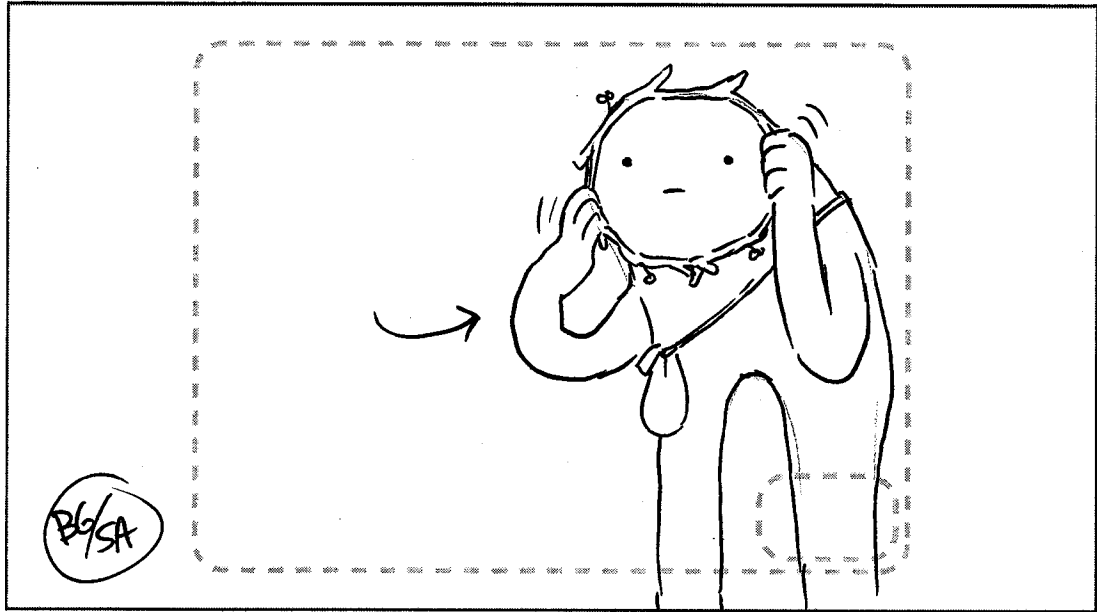
Production :

ADVENTURE TIME

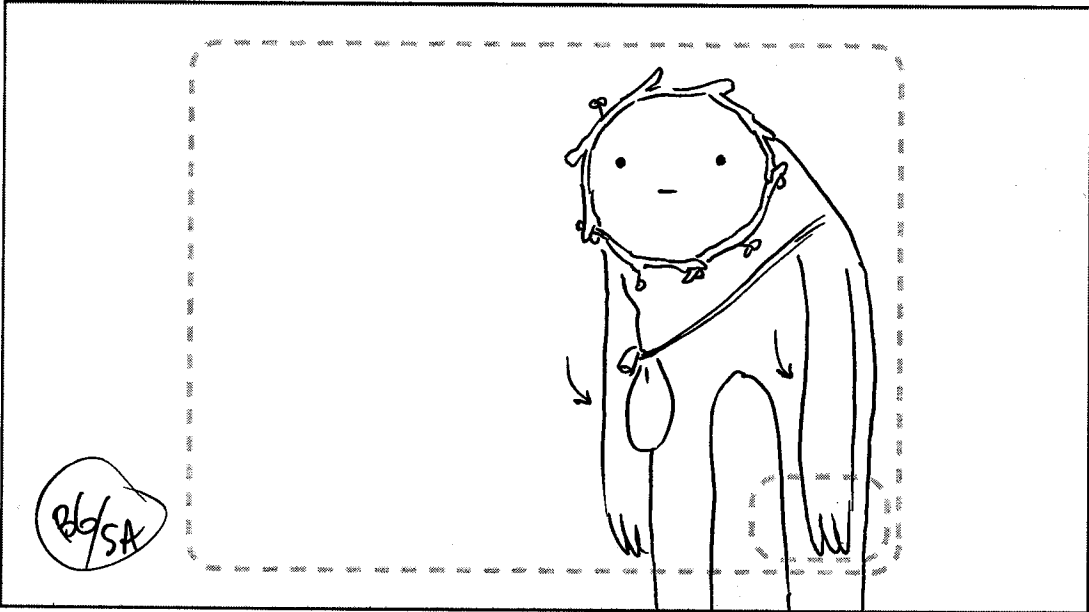


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Sc. 15 Pnl. C Bg. day night



Sc. 15 Pnl. D Bg. day night



Dialog:
<p>(Golem!) * sigh... *</p>
Action:
Timing:

Production :

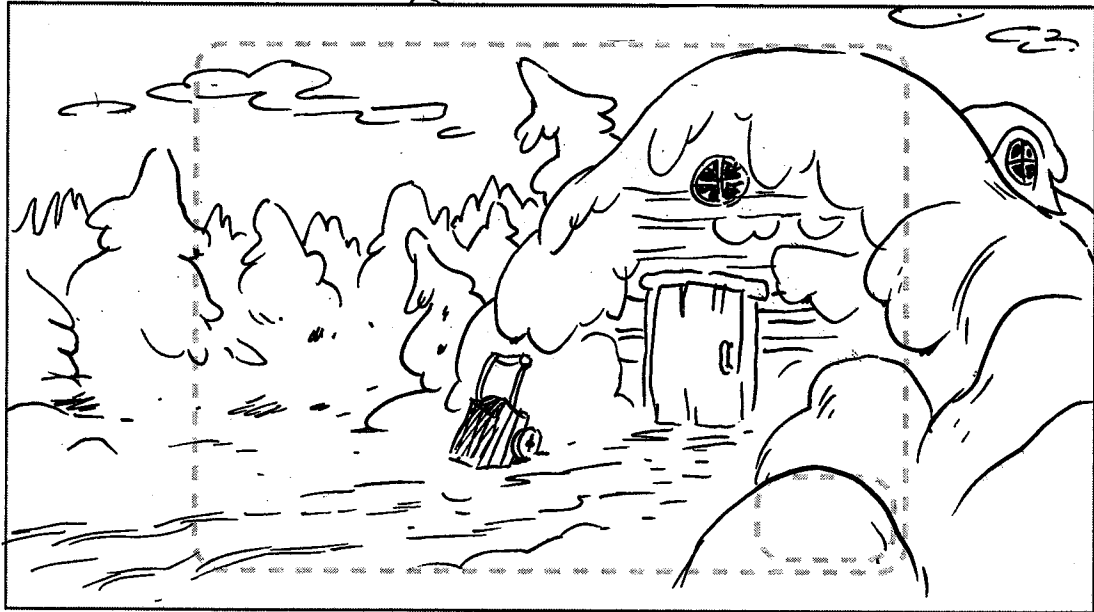
EPISODE #

100863

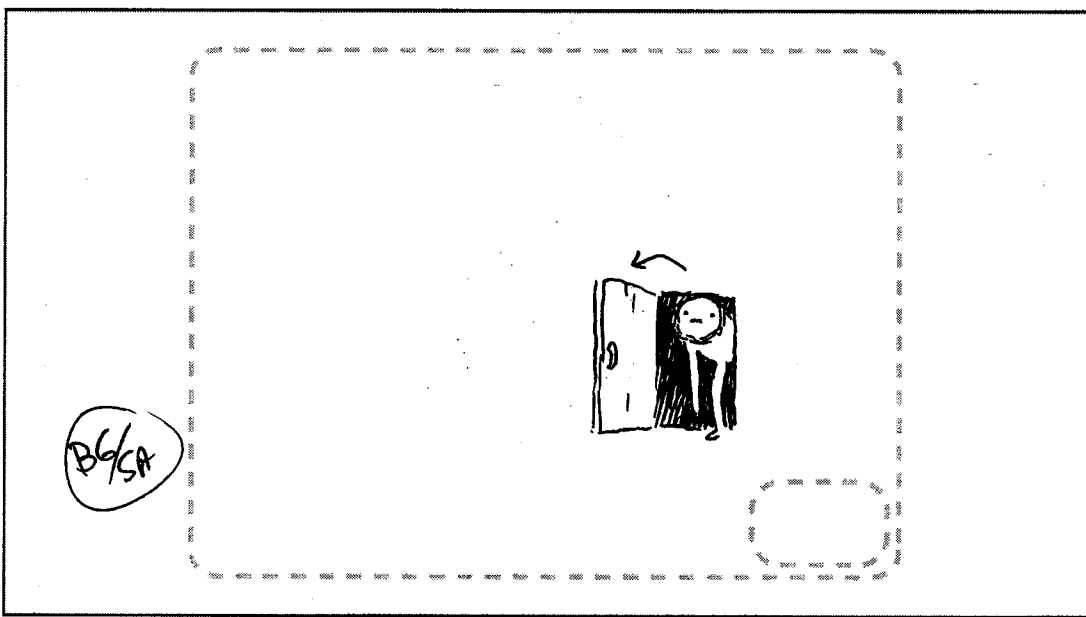
ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night



Sc. 16 Pnl. B Bg. day night



Dialog:
Action:
Timing:

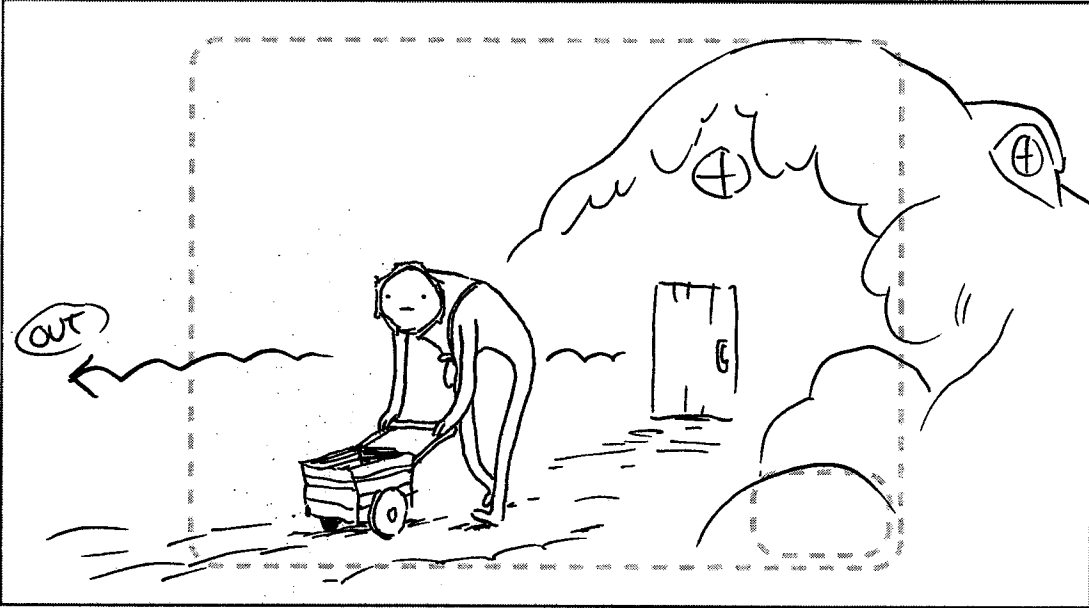
EPISODE # 100863

Production :

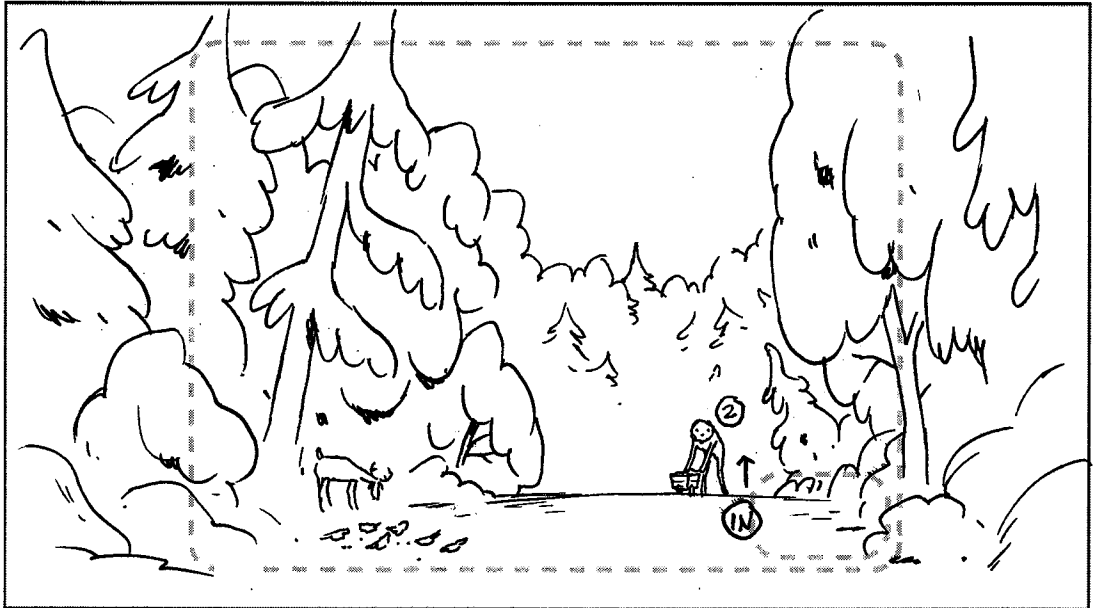
ADVENTURE TIME



Sc. 16 Pnl. C Bg. day night



Sc. ~~16~~ 17 Pnl. A Bg. day night



Dialog:
Action:
Timing:

Production :

EPISODE #

100863

27

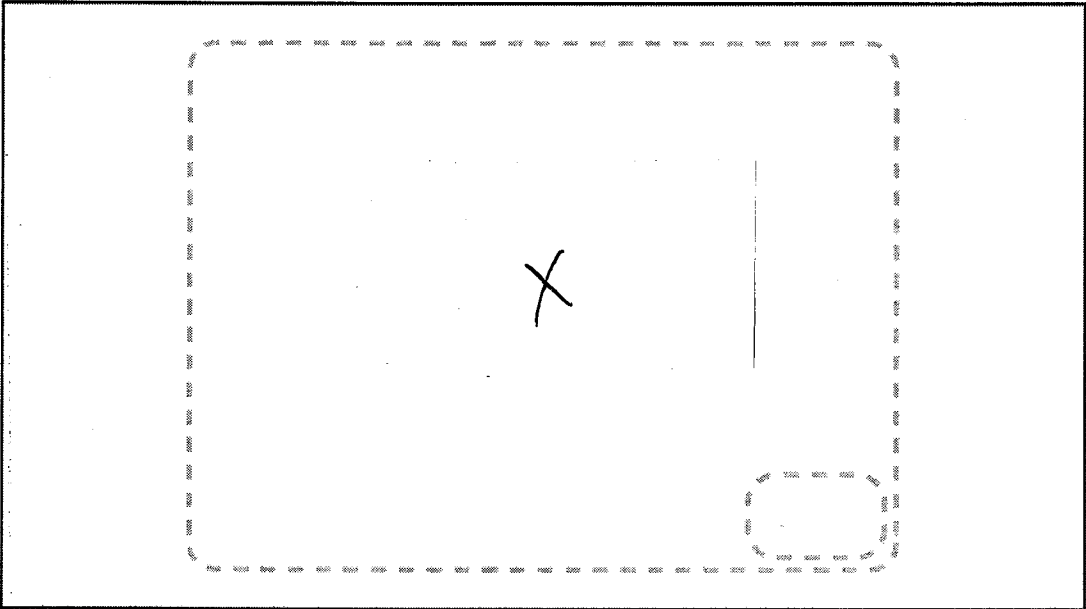
ADVENTURE TIME



Sc. 17 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: Birds scatter as Golem passes

Timing:

EPISODE #

100863

Production :

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Page 30

A black and white line drawing of a person in a forest, bending over a small wooden crate with a wheel. An arrow points from a circle containing the letters 'IN' towards the crate.

A black and white line drawing of a person in a forest, bent over a log. A small, spiky creature is visible in the background near a tree trunk. The text "Fun in sweater" is written above the creature with an arrow pointing to it.

Ice King: HA HA! Invincible ice armor!

- PAN START -

- PAN END -

Timing:

Production :

EPISODE

1083

22

ADVENTURE TIME



Page 31

Sc.

18

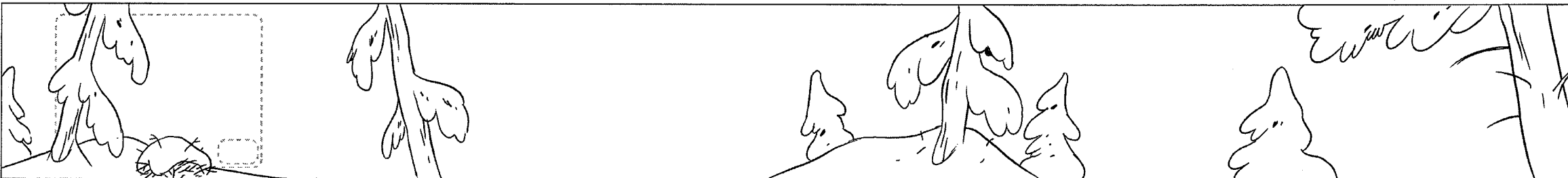
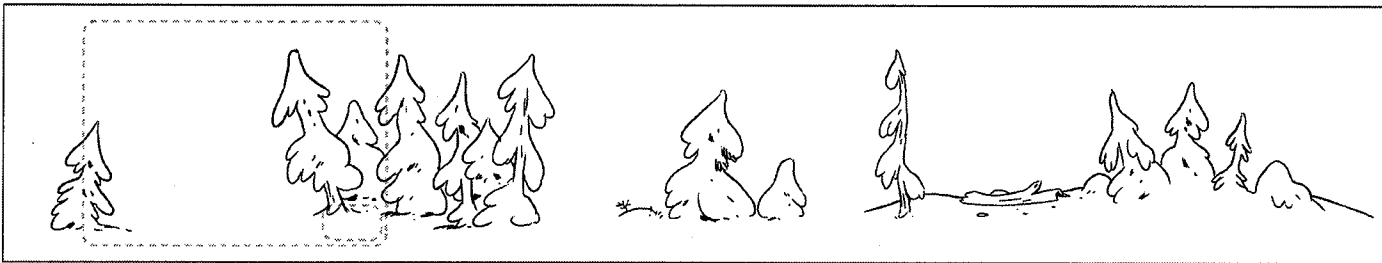
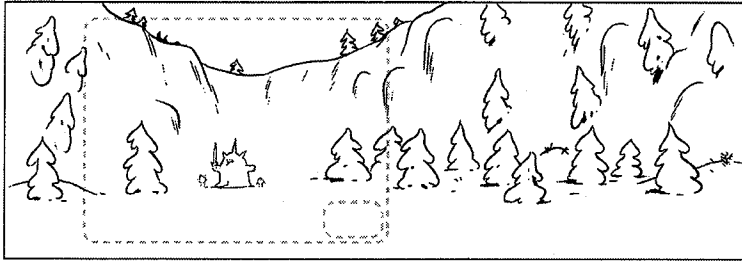
Pnl.

—

Bg.

day night

Sc.



100863

30

(I've got bigger images if you need 'em -)
-Tom

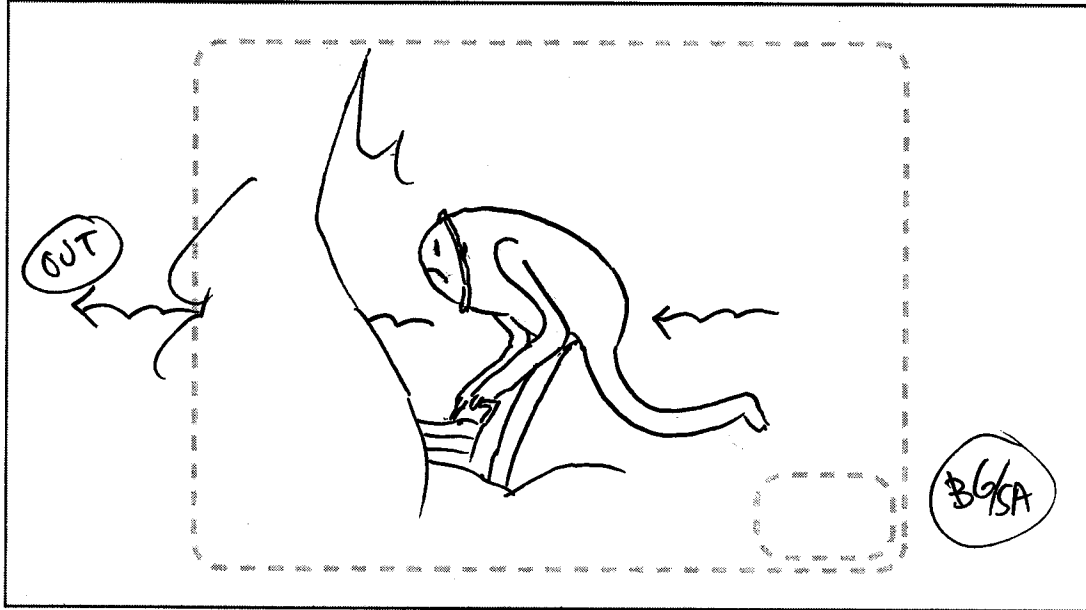
(plus I made an animated Gif of it too)
↑
(Phil)

ADVENTURE TIME

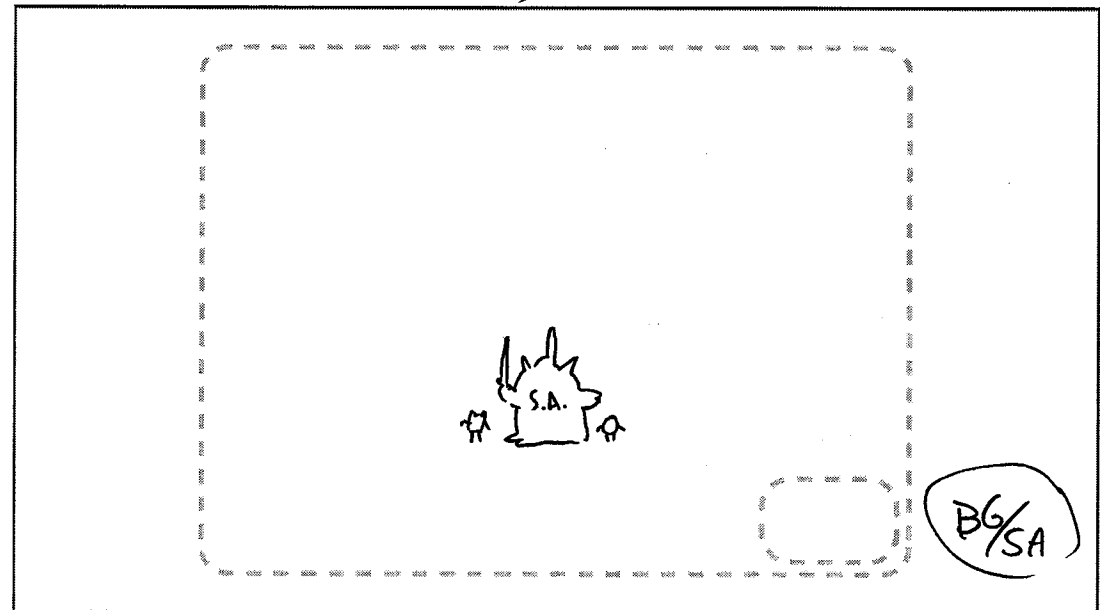


Page 32

Sc. 18 Pnl. C Bg. day night



Sc. 18 Pnl. D Bg. day night



Dialog:

- A. Ice King: I'm unstoppable!
- B. Golem: nyesh...

Ice King: Go Ahead! Take a shot!

Action:

Golem is afraid - ducks and runs past Finn + Jake, hoping to not be noticed.

Timing:

EPISODE # 100863

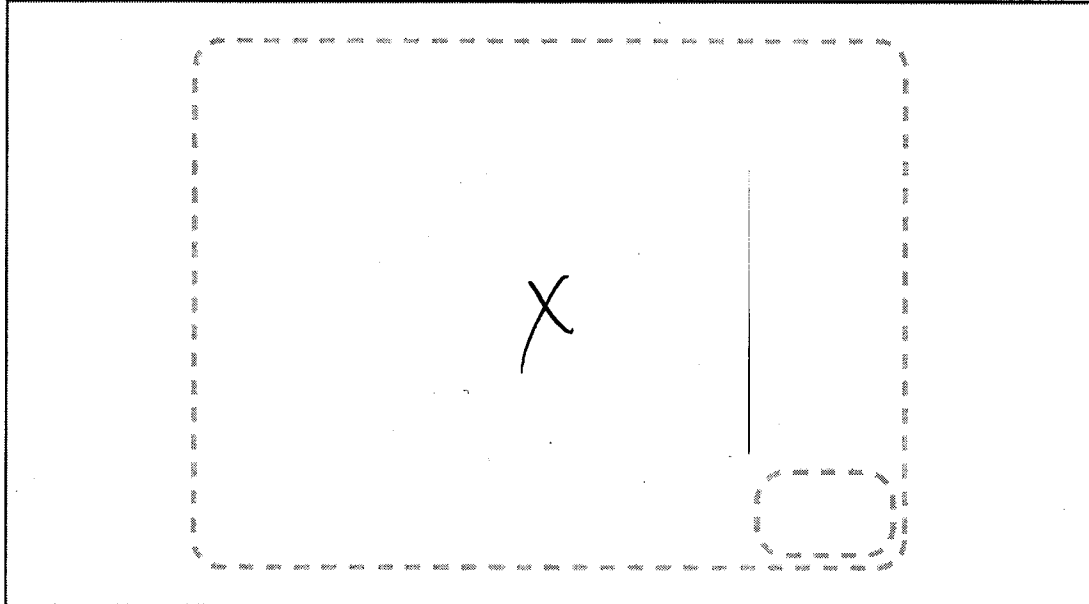
Production :

36 A

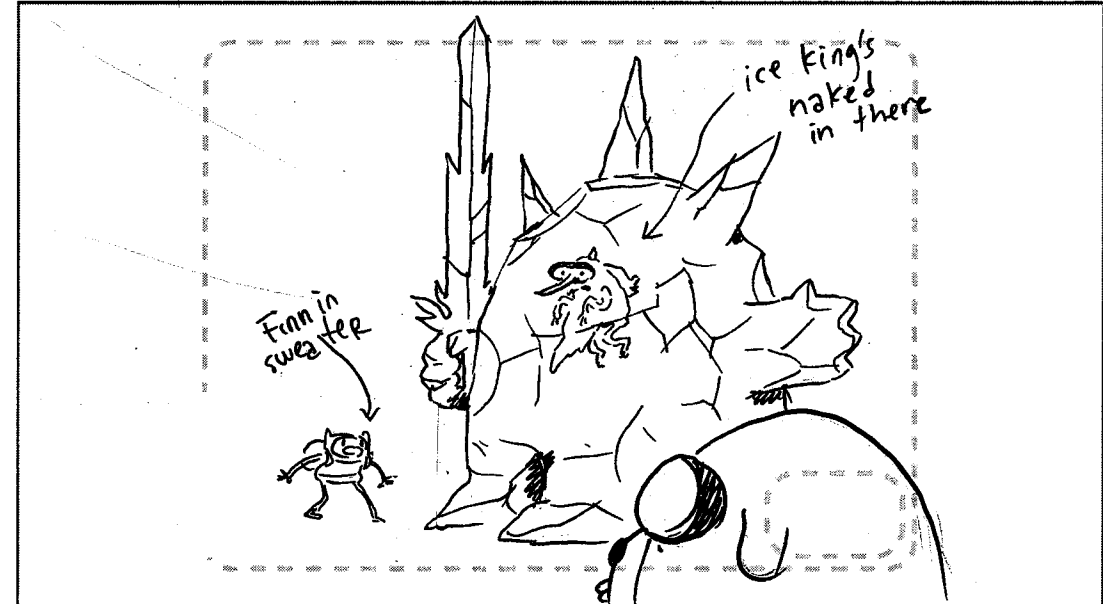
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 19 Pnl. A Bg. day night



Dialog:	(Finn:) YAAAAHHHH!
Action:	
Timing:	

EPISODE # 100863

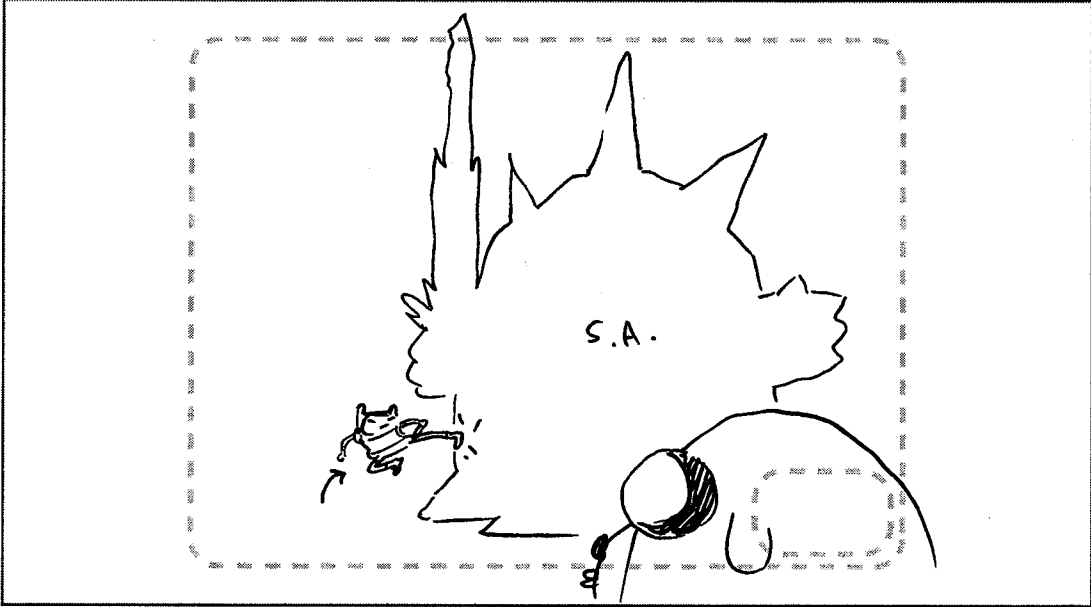
Production :

30 B

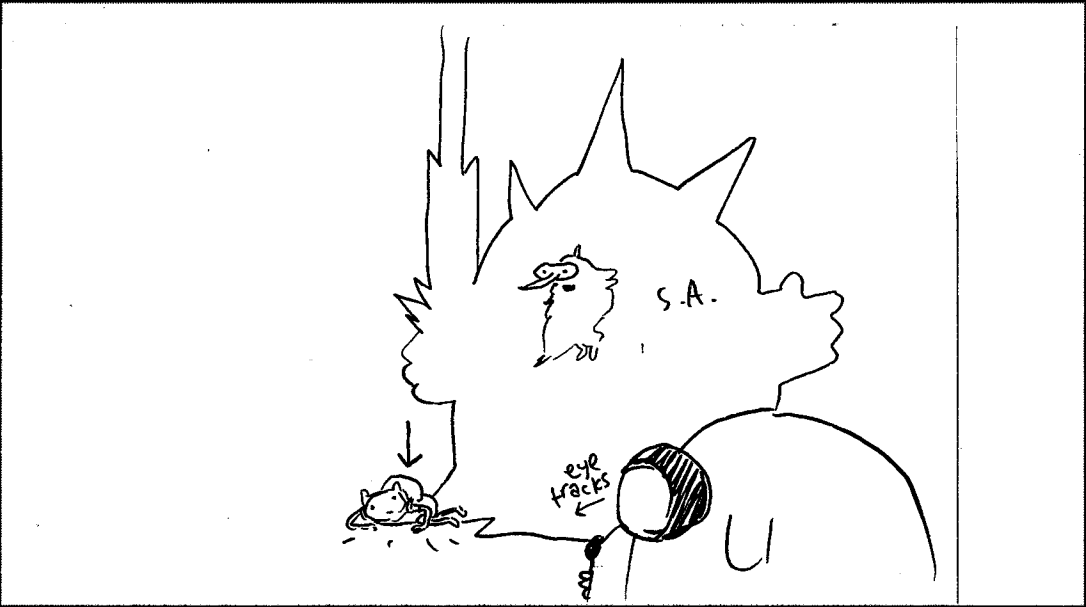
ADVENTURE TIME



Sc. 19 Pnl. B Bg. day night



Sc. 19 Pnl. C Bg. day night



Dialog:	(FINN:) * grunt *	(IK:) HA HA! Not a scratch, boys, Not a scratch!
Action:		
Timing:		

EPISODE # 100863

Production #

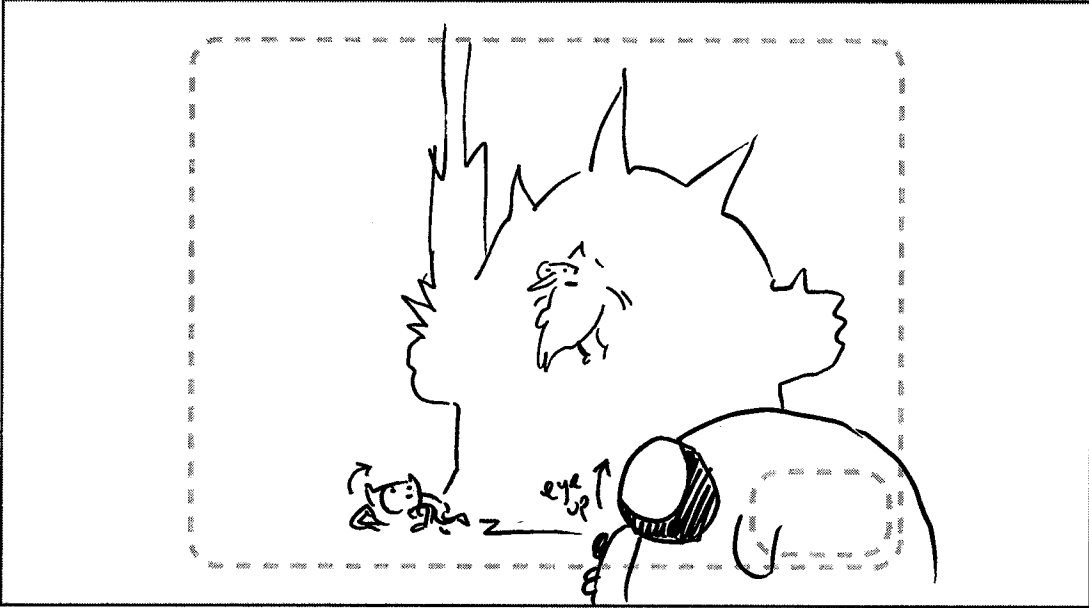
300

Production :

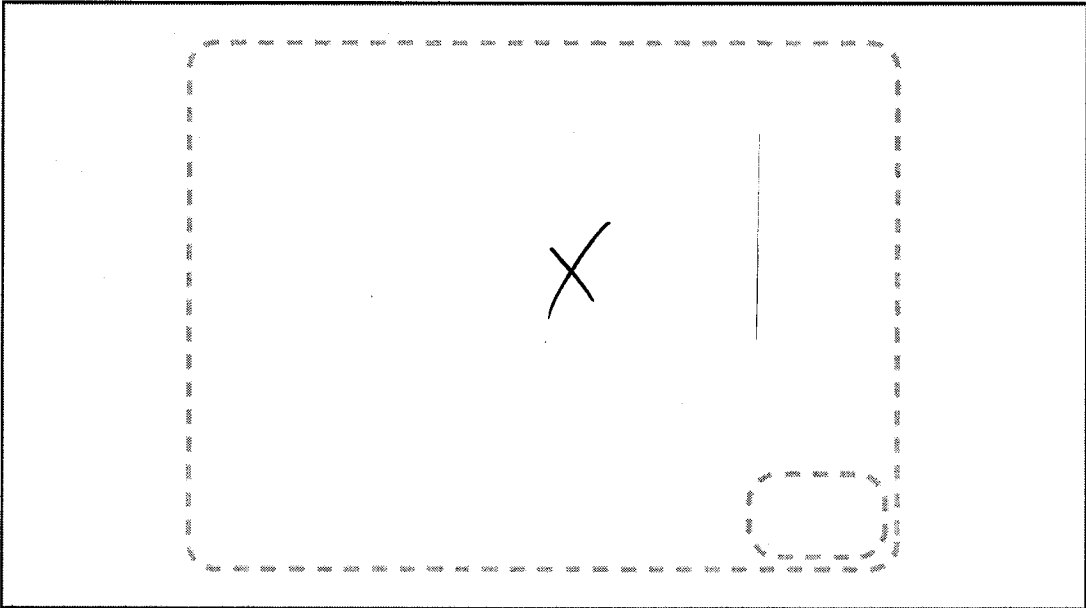
ADVENTURE TIME



Sc. 19 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(Ice King:) it's <u>MY</u> time to shine!
Action:	
Timing:	

EPISODE # 100863

Production :

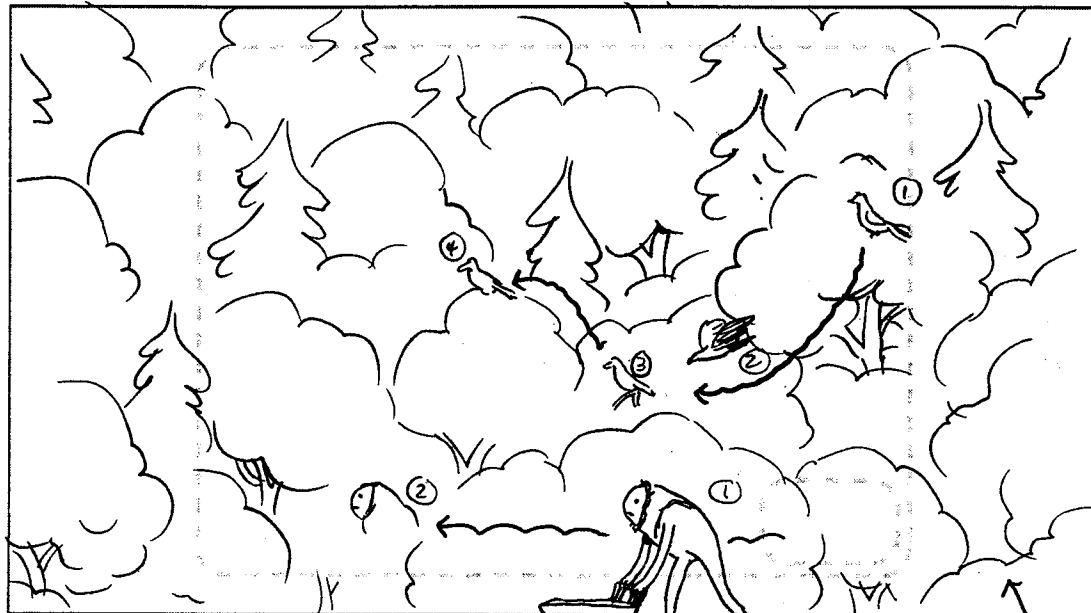
30D

ADVENTURE TIME

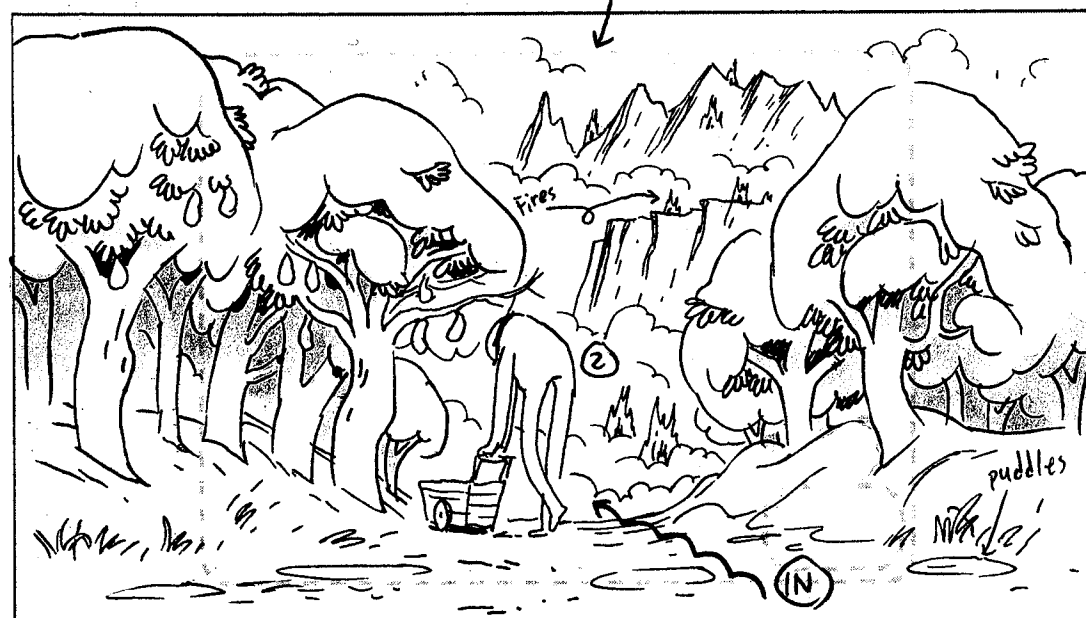


Page 36

Sc. 20 Pnl. A Bg. day night



Sc. 21 Pnl. A Bg. day night



Dialog:

SFX: * babbling brook *

All trees -
- NO sky
- NO ground

SFX: * babbling brook *

Action:

Bird flies along side of Golem, pausing on (3)

Timing:



EPISODE # 100863

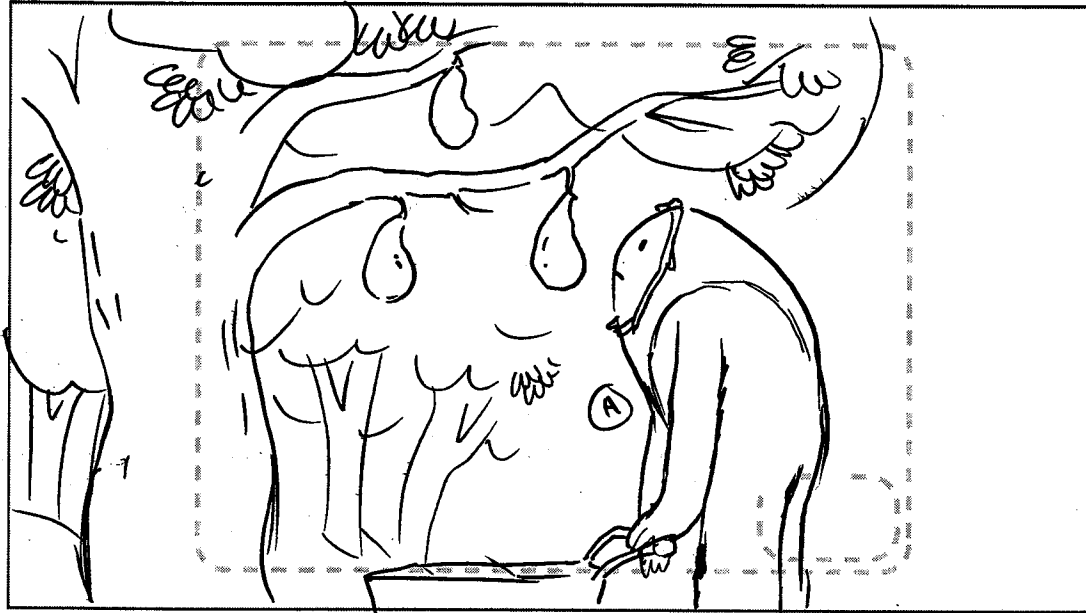
Production :

ADVENTURE TIME

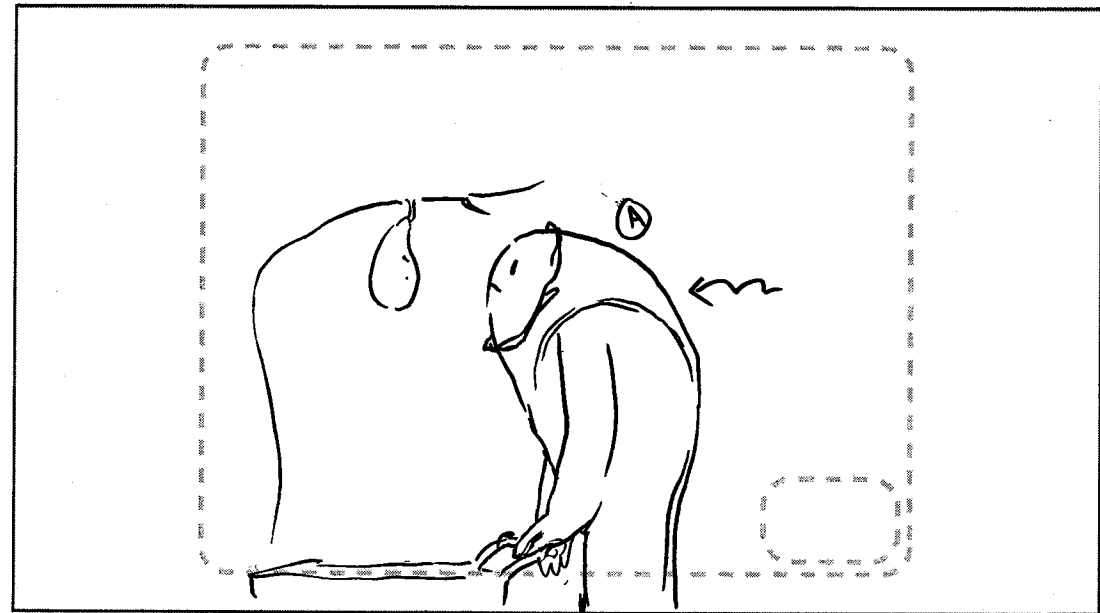


Page 37

Sc. 22 Pnl. A Bg. day night



Sc. 22 Pnl. B Bg. day night

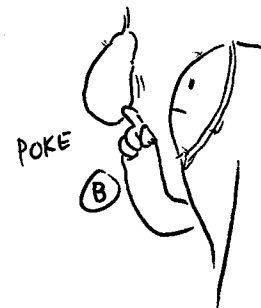


Dialog:

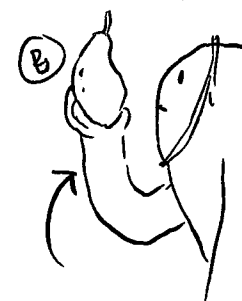
Action:

(A) (B) (A)
Golem pokes at pear

Timing:



Golem steps forward to
inspect another pear.



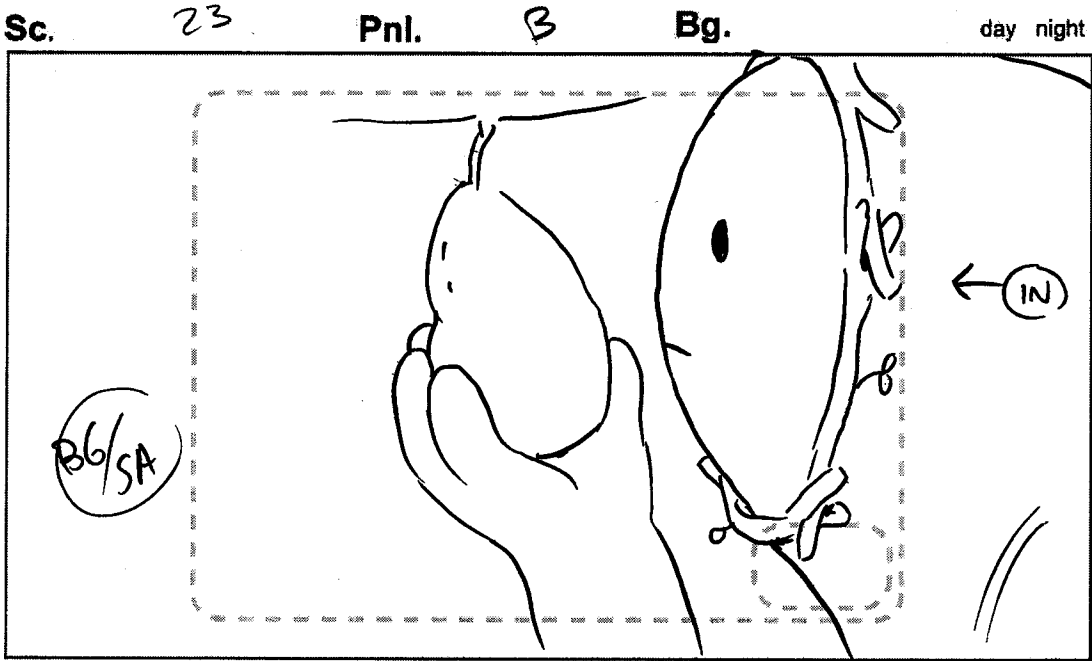
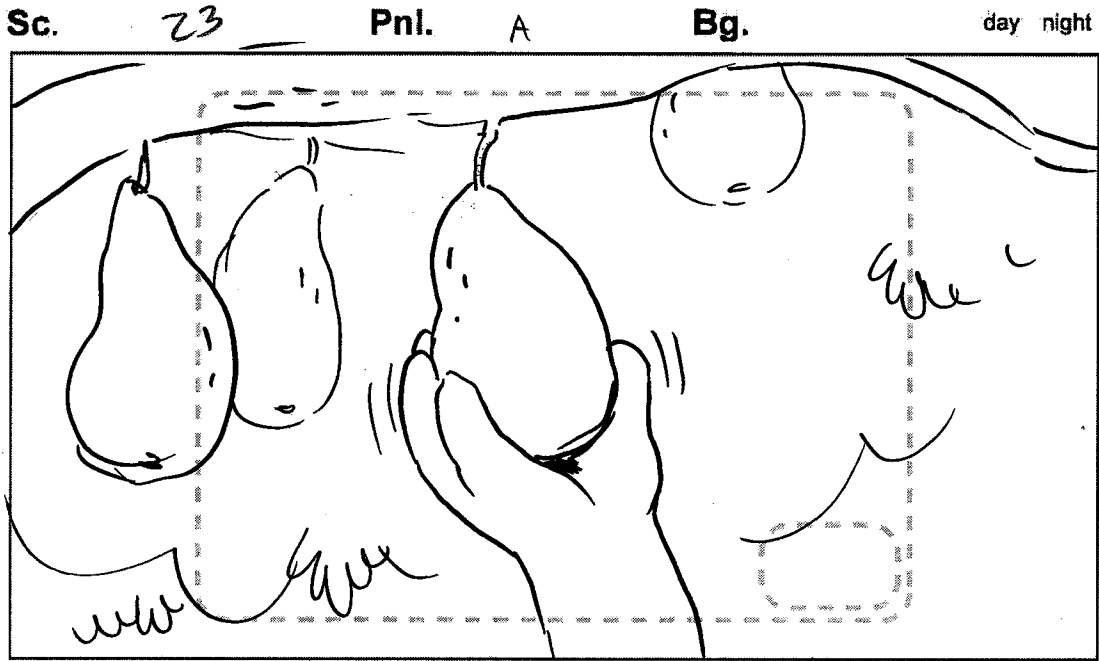
Production :

EPISODE #

100863

32

ADVENTURE TIME



Dialog:	
(GOLEM:) * sniff sniff *	
Action:	
gently squeezes pear twice	Golem sniffs pear
Timing:	

EPISODE # 100863

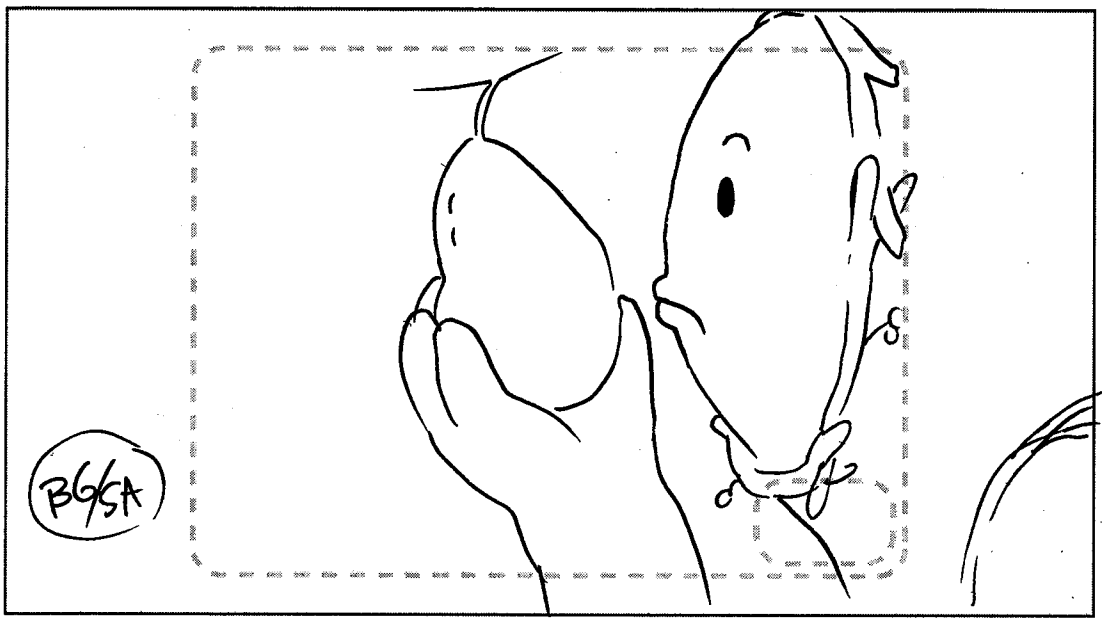
33

Production :

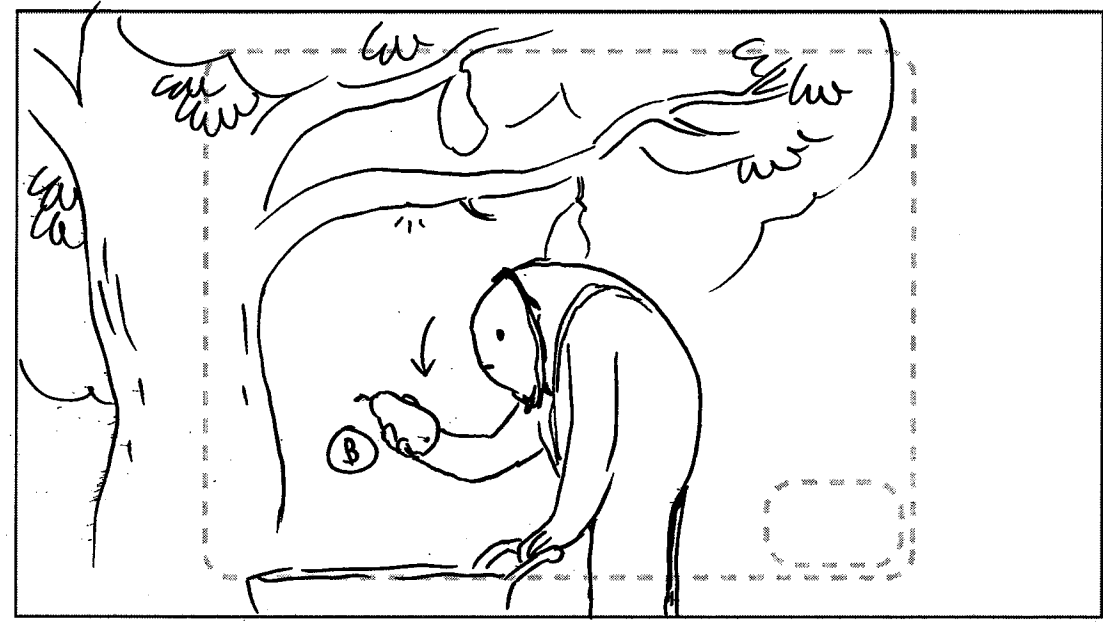
ADVENTURE TIME



Sc. 23 Pnl. C Bg. day night



Sc. 24 Pnl. A Bg. day night



Dialog:	
Action:	— PAUSE for a beat on (B)
Timing:	



EPISODE # 100863

Production :

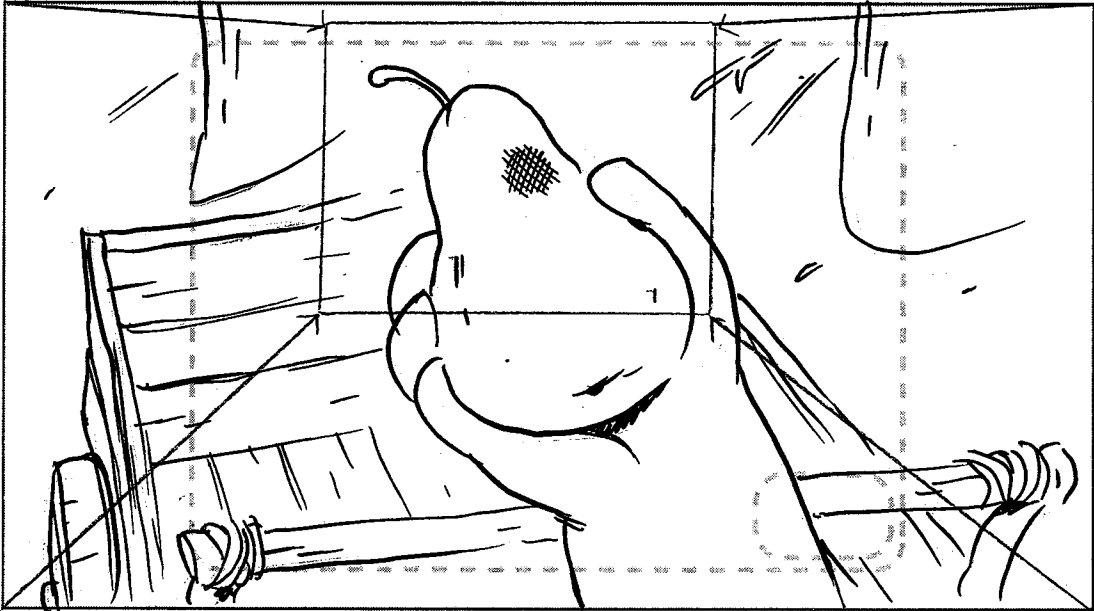
34

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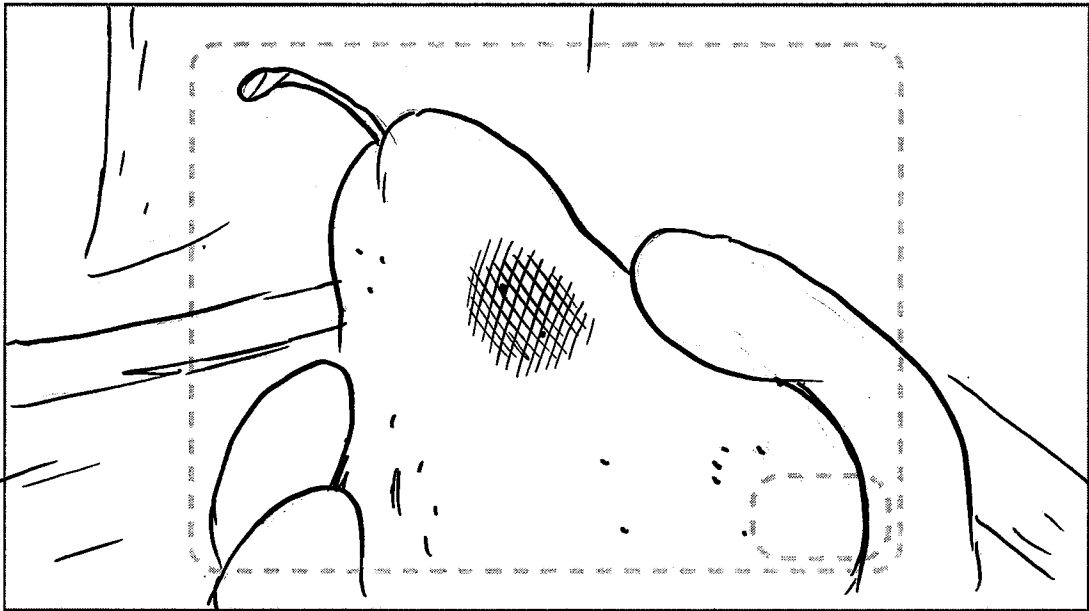
ADVENTURE TIME



Sc. 25 Pnl. A Bg. day night



Sc. 25 Pnl. B Bg. day night



Dialog:
Action:
Timing:

100863

EPISODE #

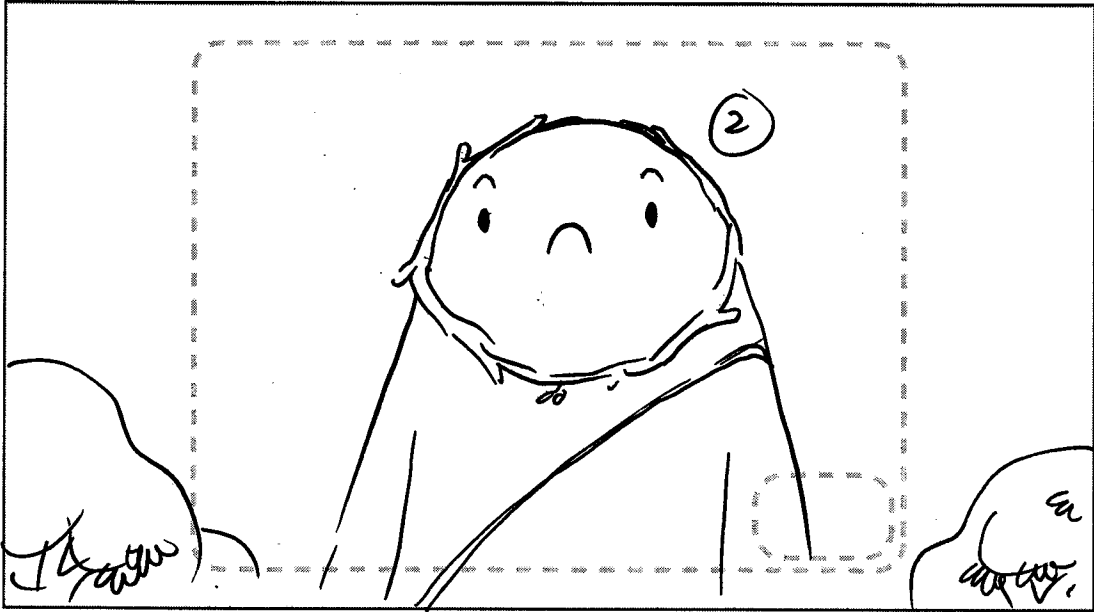
35

Production :

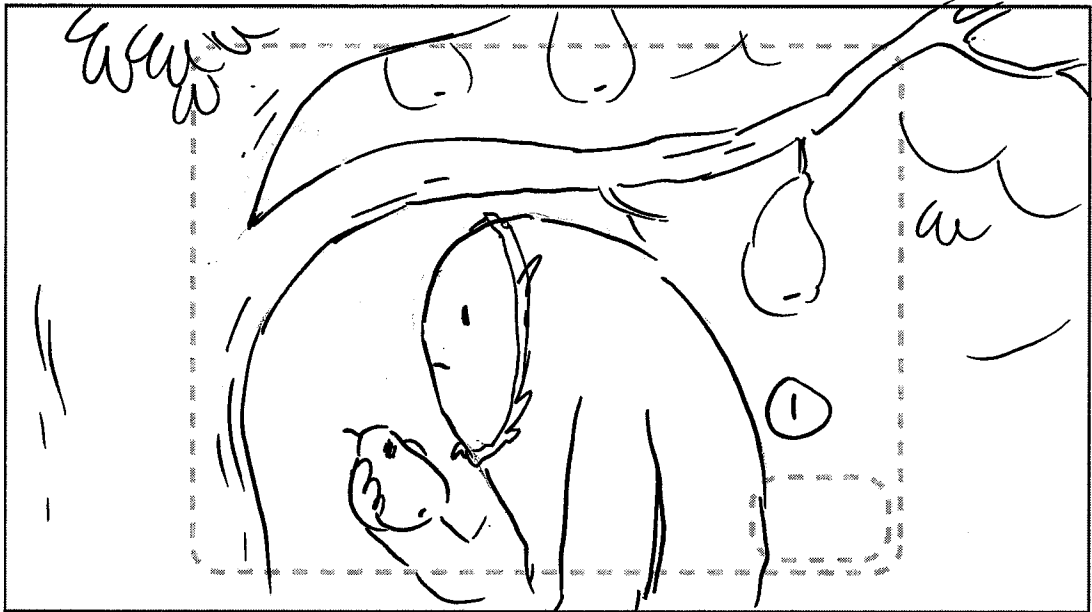
ADVENTURE TIME




Sc. 26 Pnl. A Bg. day night



Sc. 27 Pnl. A Bg. day night



Dialog:	
Action:	
Timing:	

EPISODE # 100863

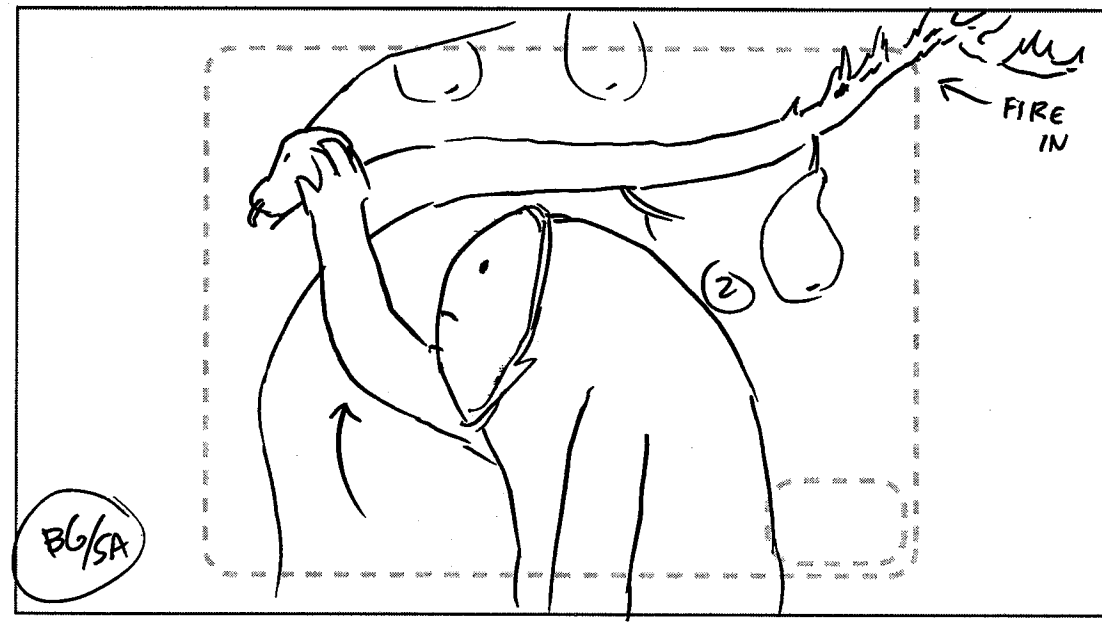
Production :

ADVENTURE TIME



Sc. 27 Pnl. B Bg. day night

Sc. 27 Pnl. C Bg. day night



Dialog:

Action: - Golem puts bruised pear back in tree.
- Tree starts burning.

Timing:

① - Golem notices burning tree
③ - looks down at wolves

EPISODE # 100863

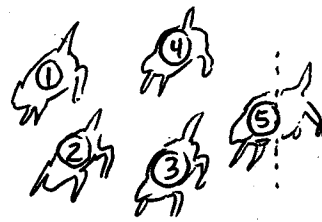
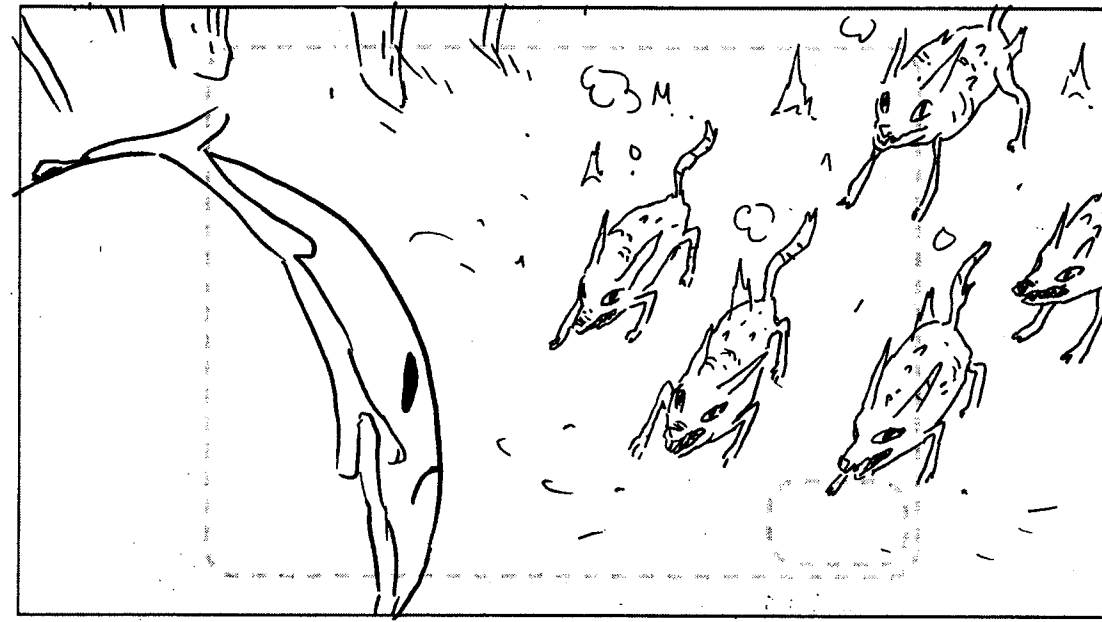
37

Production :

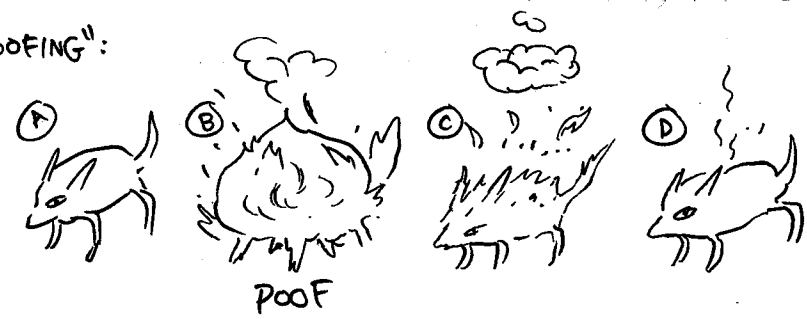
ADVENTURE TIME



Sc. 28 Pnl. A Bg. day night



"POOFING":



Dialog:	
(WOLF #2!) (2) GRRROWWL	
Action:	
Timing:	
WOLF: (2) ... (poof) ... (B) ...	
(1) ... (poof) ...	
(5) ... (poof) ...	
(4) ... (poof) ...	

EPISODE #

100863

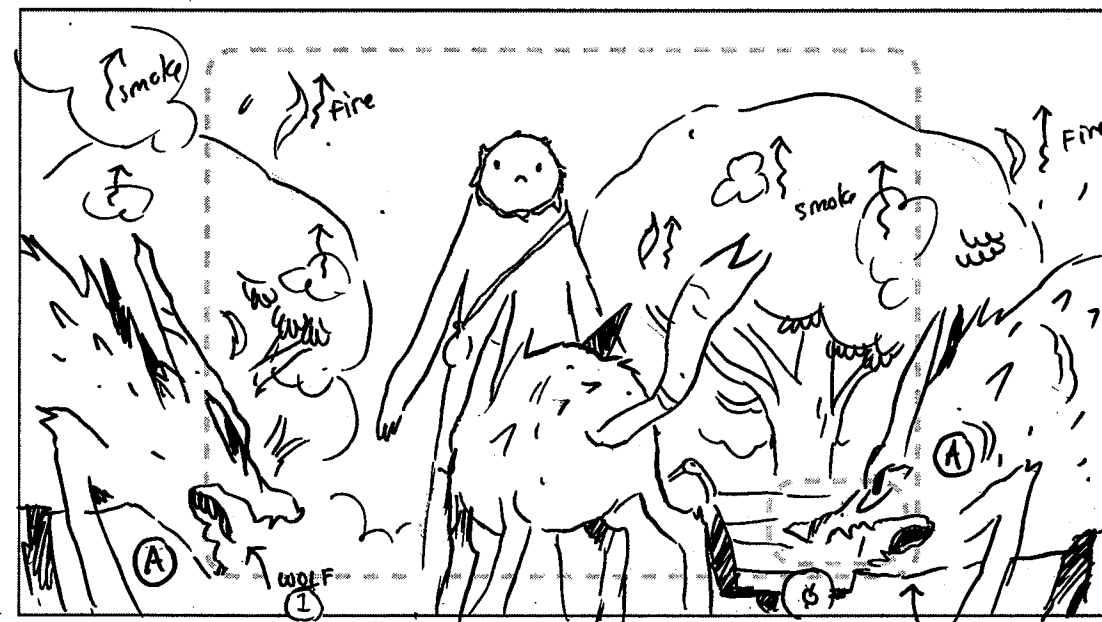
Production :

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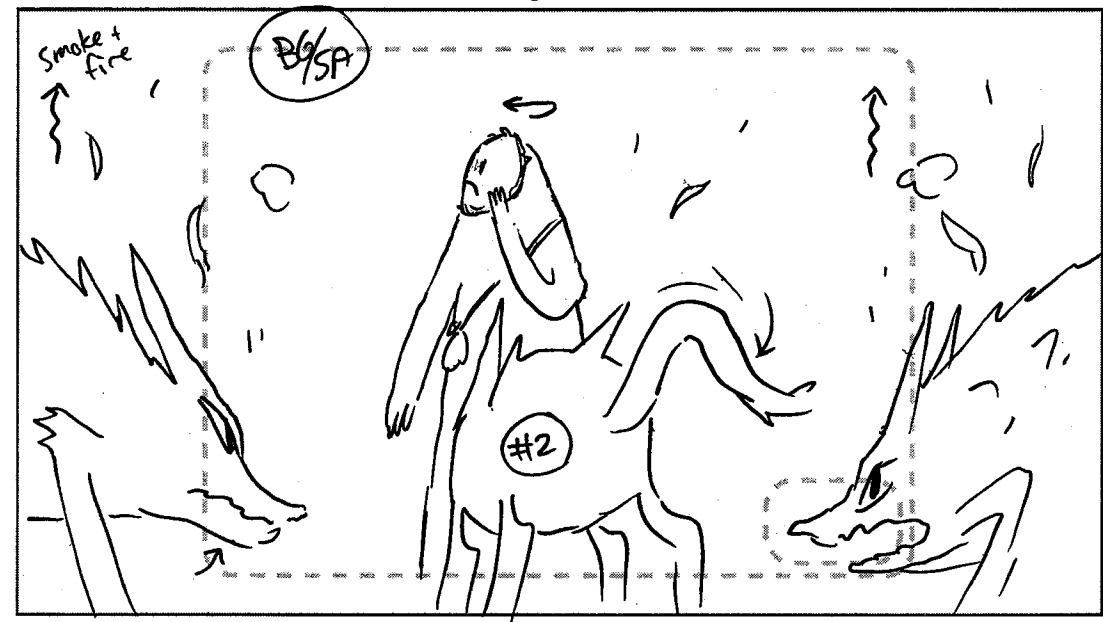
ADVENTURE TIME



Sc. 29 Pnl. A Bg. day night



Sc. 29 Pnl. B Bg. day night



Dialog:
SFX: * POOF *
SFX: * POOF *
WOLF WALLA: GRR GROWL
Action: W#1: - pause - W#3
A(B)(A) - pause - A(B)(A)
flames + smoke rise off wolves
Timing: throughout scene



WOLF WALLA: GRR R GROWL
GOLEM: mmmnnn...
WOLF (2) wags tail

100863

EPISODE #

Production :

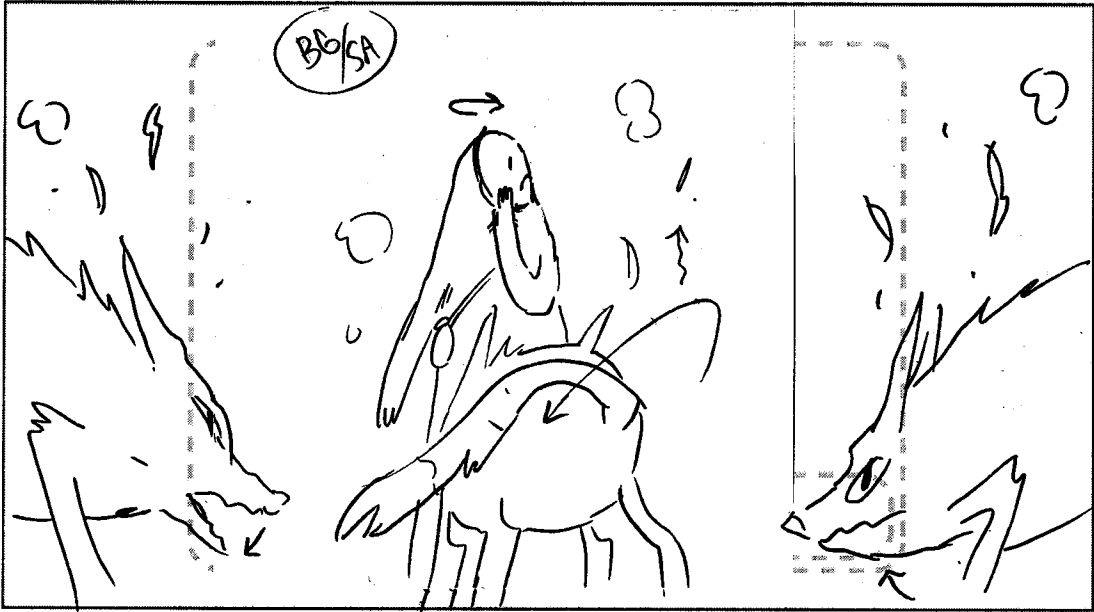
ADVENTURE TIME



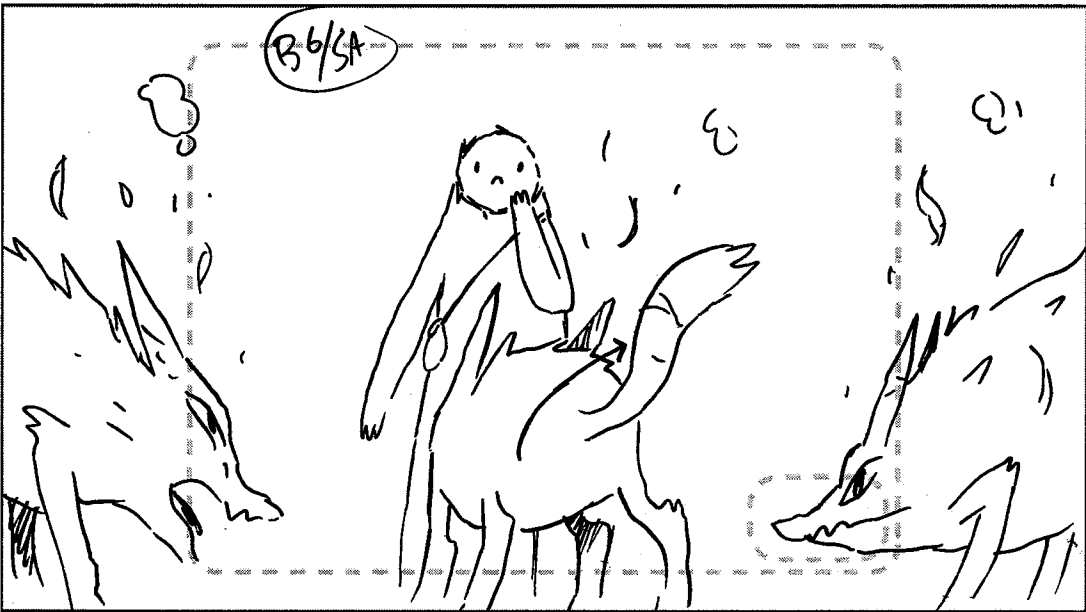
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Sc. 29 Pnl. C Bg. day night



Sc. 29 Pnl. D Bg. day night



Dialog:

(WOLF WALLA:) grr growl

(GOLEM:) nnnnnn...

(GOLEM:) nnnnnn...

(WOLF WALLA:) grr growl

Action:

Timing:

EPISODE #

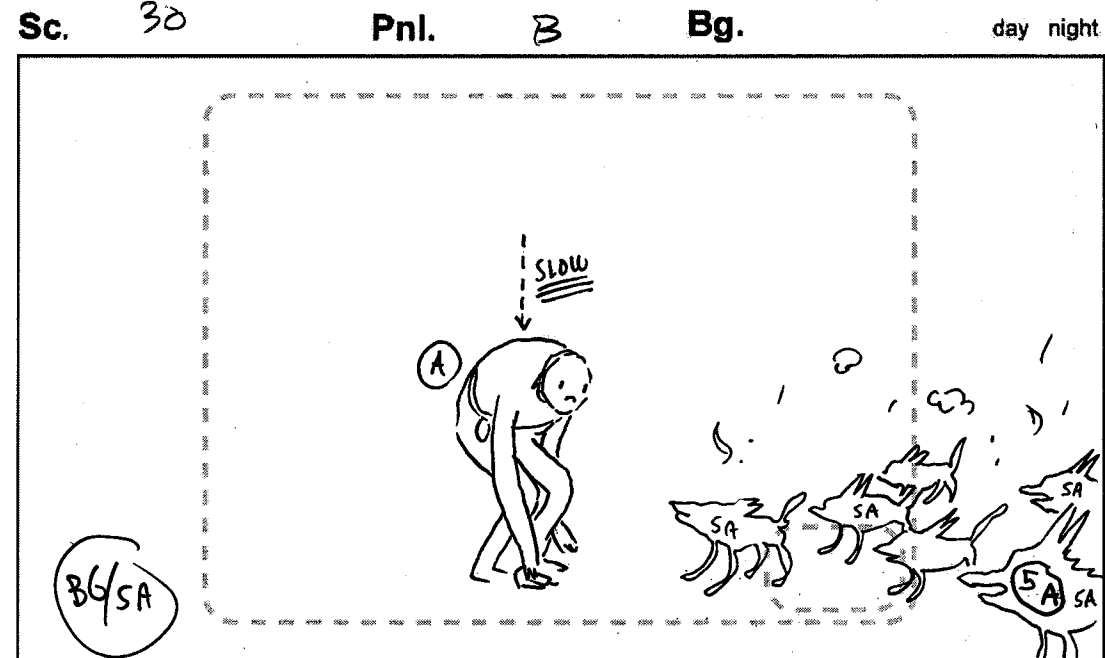
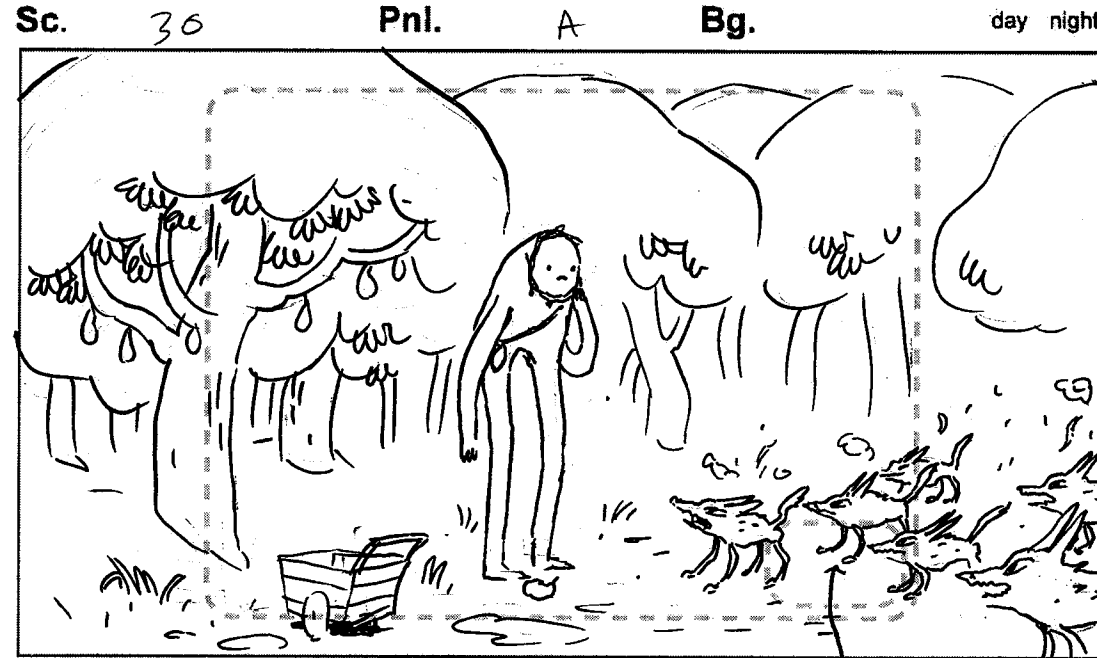
100863

Production :

ADVENTURE TIME



Page 46



<p>Dialog:</p> <p>(WOLVES WALLA: growl growl (1A))</p>	<p>(WOLVES:) growl walla</p>
<p>Action:</p> <p>PooF: (1B)</p>	<p>Golem bends down <u>VERY SLOWLY</u> and picks up pear. He's trying not to startle the wolves.</p>
<p>Timing:</p>	

EPISODE #

Production :

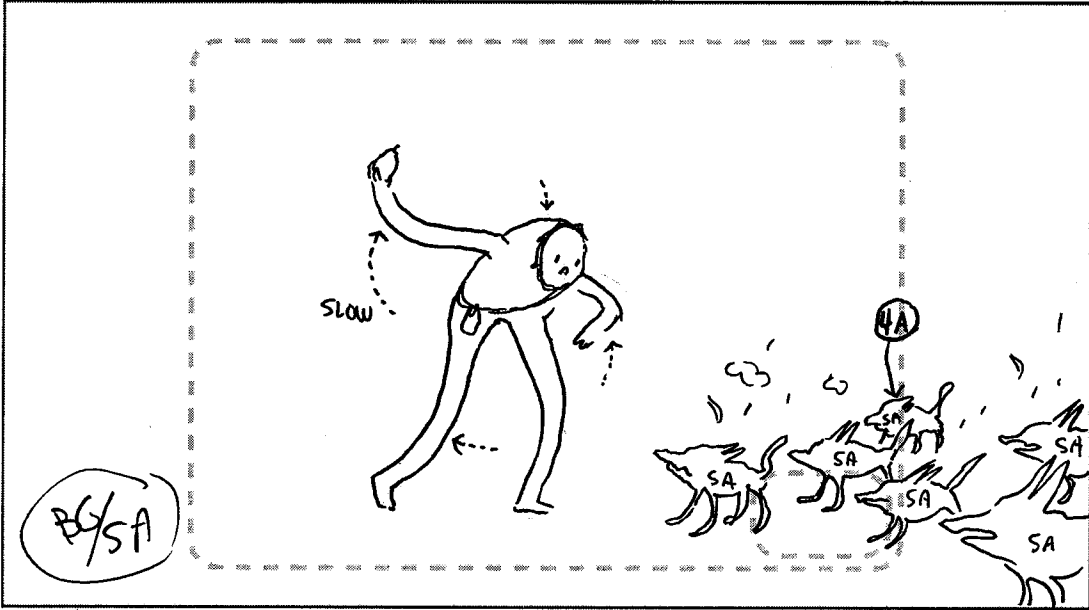
100863

41

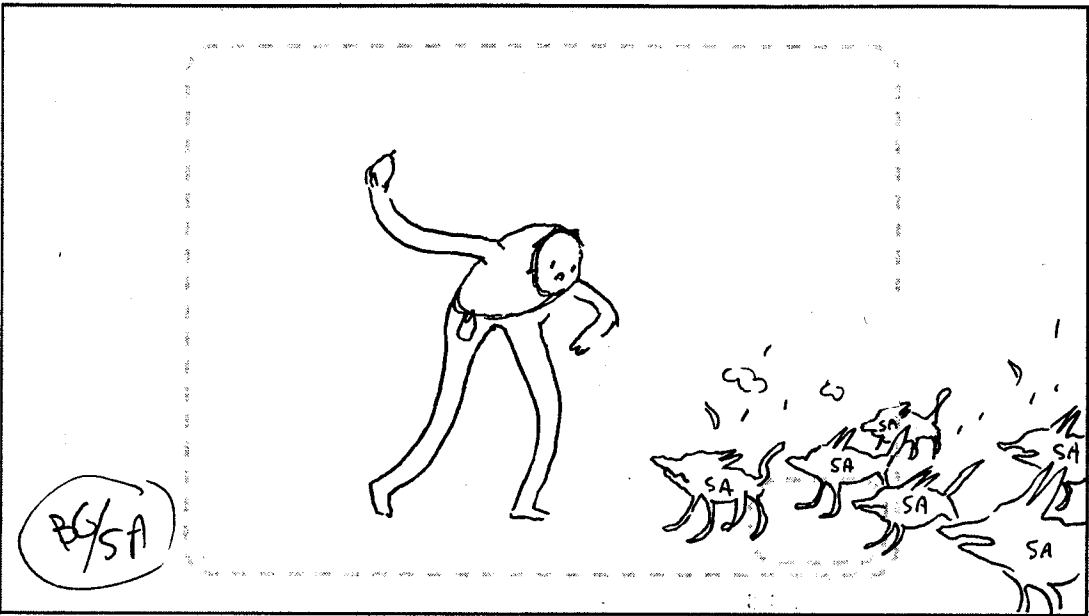
ADVENTURE TIME



Sc. 30 Pnl. C Bg. day night



Sc. 30 Pnl. D Bg. day night



Dialog: WOLVES: growling

(wolves :) growling - BEAT -

Action: Golem VERY SLOWLY winds up to throw pear -



Timing:

Production :

EPISODE #

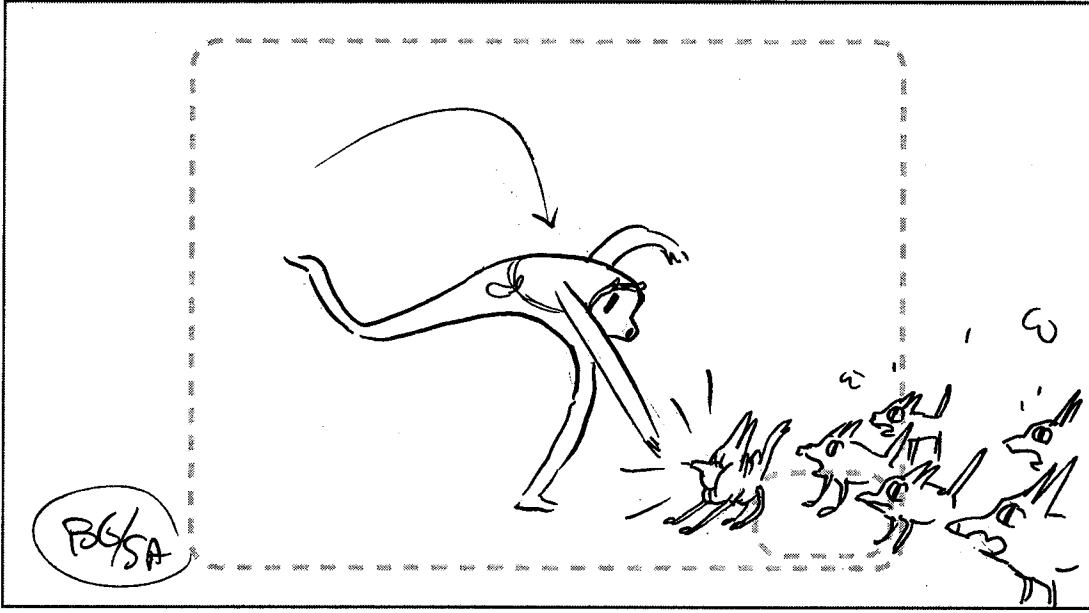
100863

42

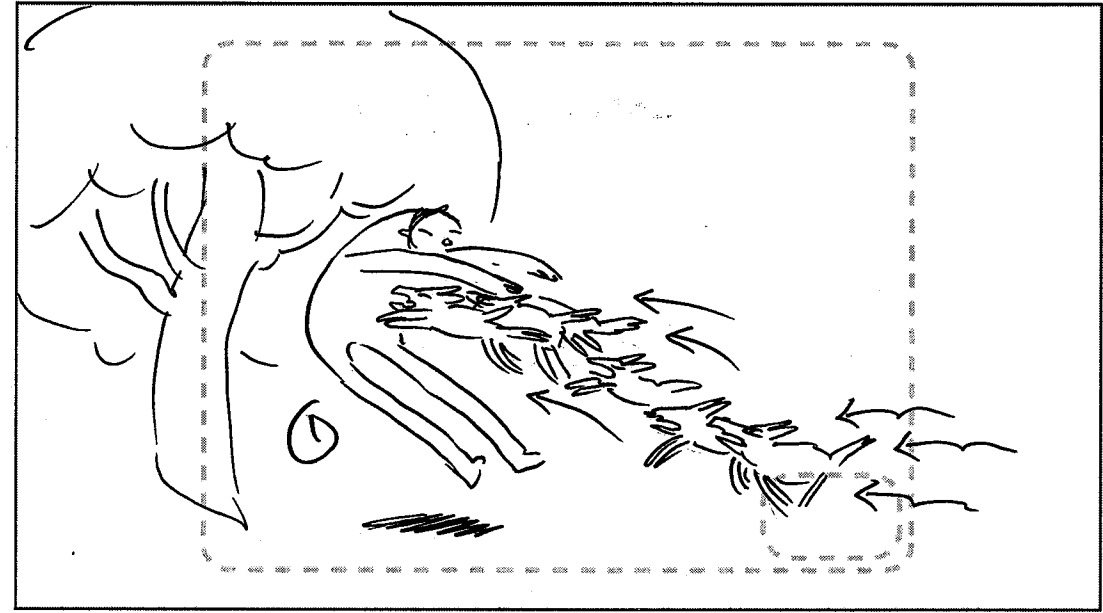
ADVENTURE TIME



Sc. 30 Pnl. E Bg. day night



Sc. 30 Pnl. F Bg. day night



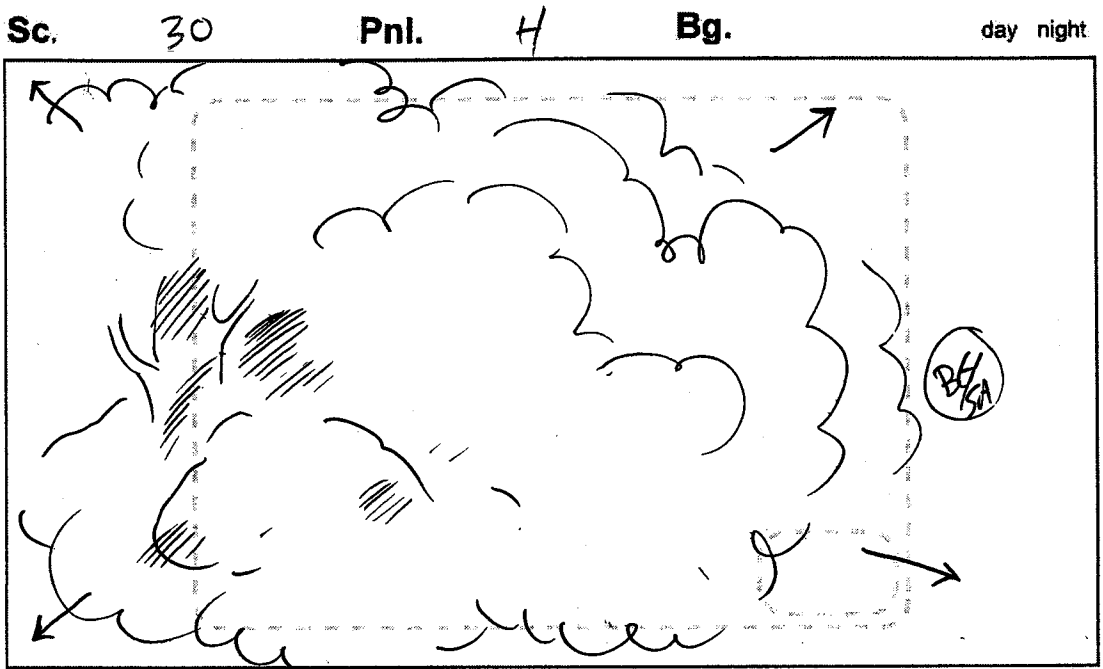
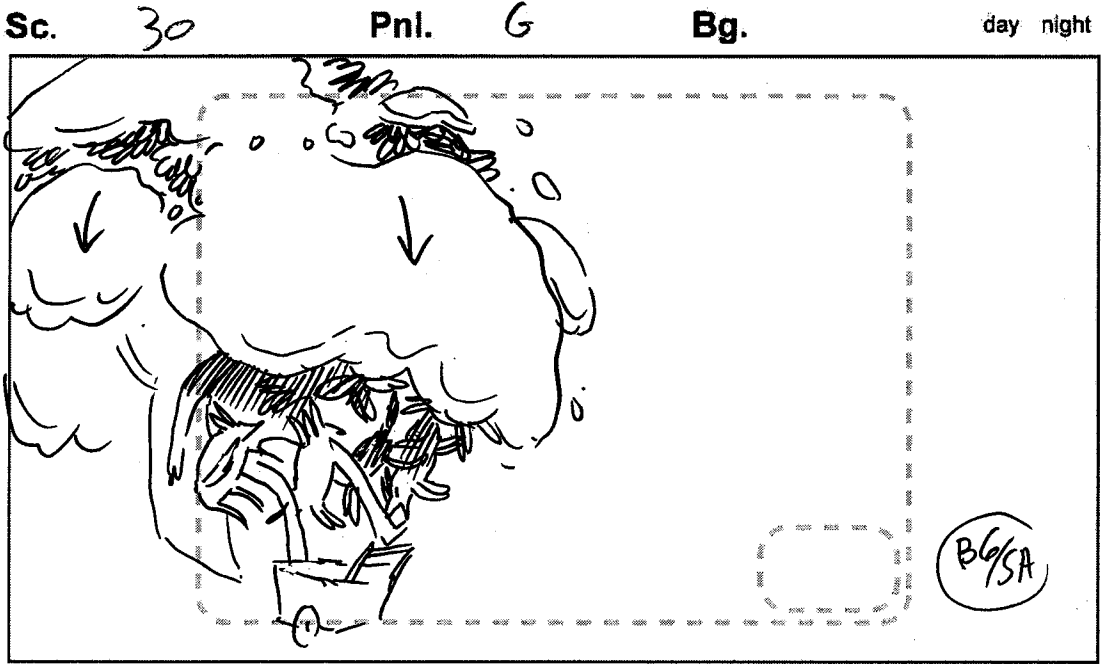
Dialog:	
(GOLEM:) WHOOO.!!	
SFX: Wang!	
Action:	Golem QUICKLY throws pear in wolf's face
Timing:	wolves jump at Golem, Slamming him back against tree.

EPISODE # 100863

43

Production :

ADVENTURE TIME



Dialog:	
SFX: TSSSSSSSS!!	
Action:	Snow in tree is knocked loose by impact
	Snow hits fire wolves and becomes steam cloud that g fills screen
Timing:	

100863

44

EPISODE #

Production :

ADVENTURE TIME



Page 50

Sc. 30

Pnl. I

Bg.

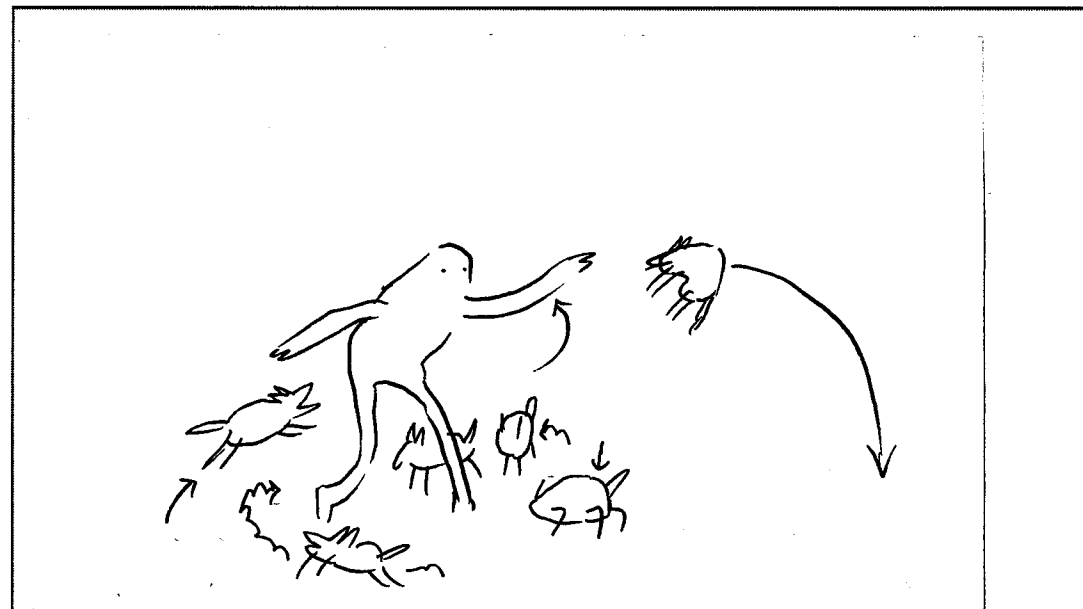
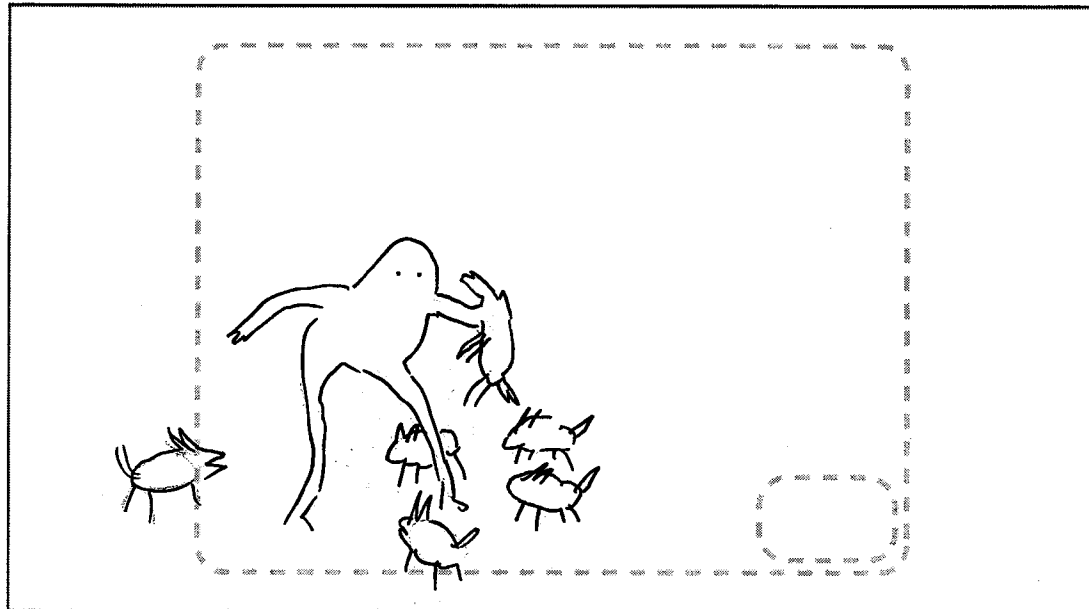
day night

Sc. 30

Pnl. J

Bg.

day night



Dialog:

Action:

Throughout this scene, the steam is becoming more and more opaque until the screen is entirely white

Timing:

EPISODE #

Production :

100863

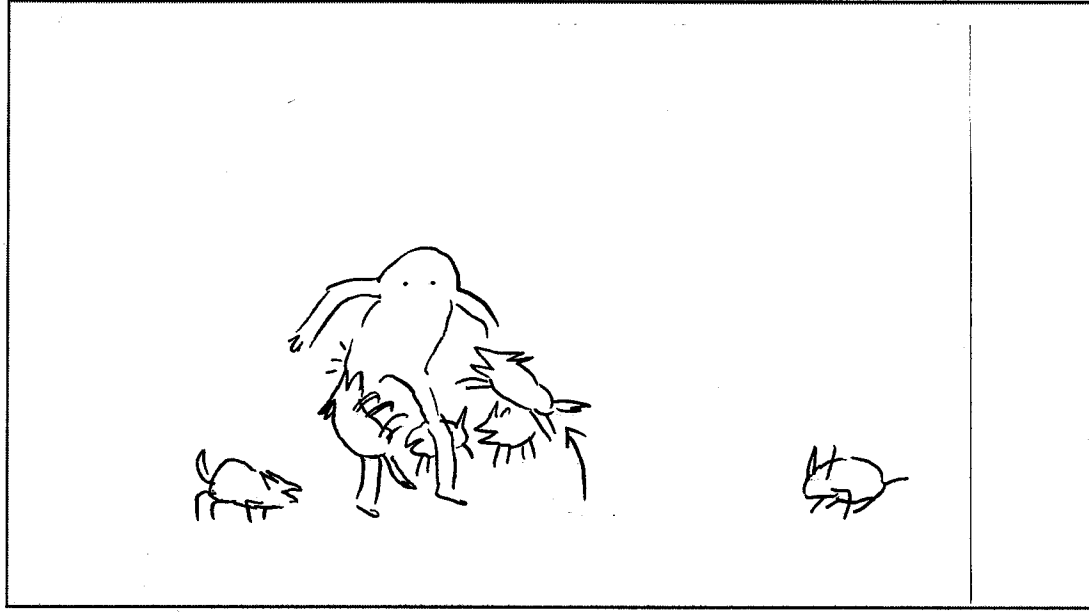
45

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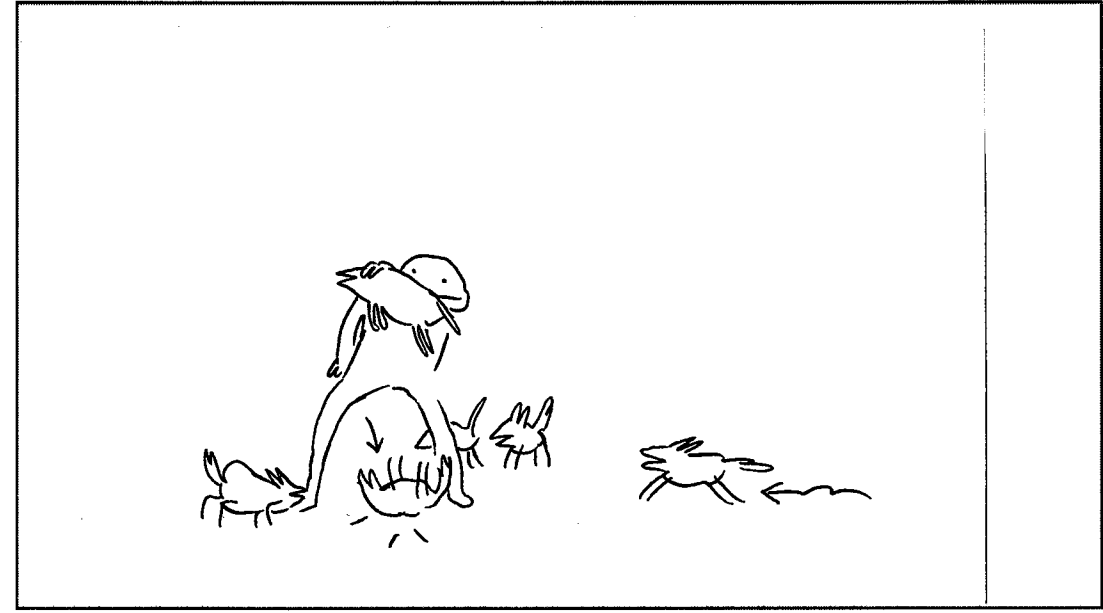
ADVENTURE TIME



Sc. 30 Pnl. K Bg. day night



Sc. 30 Pnl. L Bg. day night



Dialog:
Action:
Timing:

Production : EPISODE #

100863

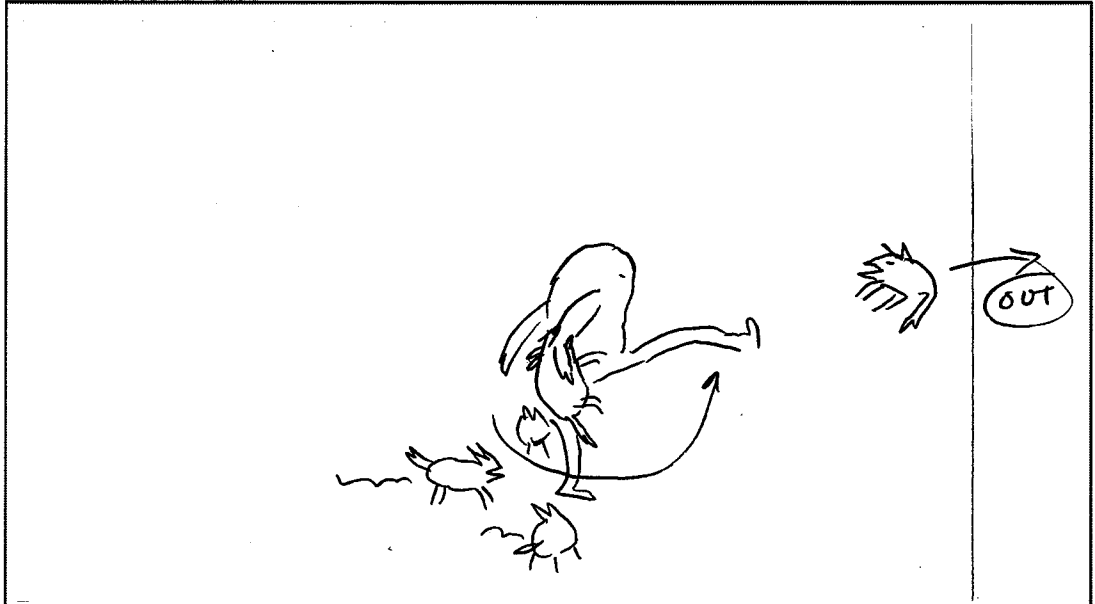
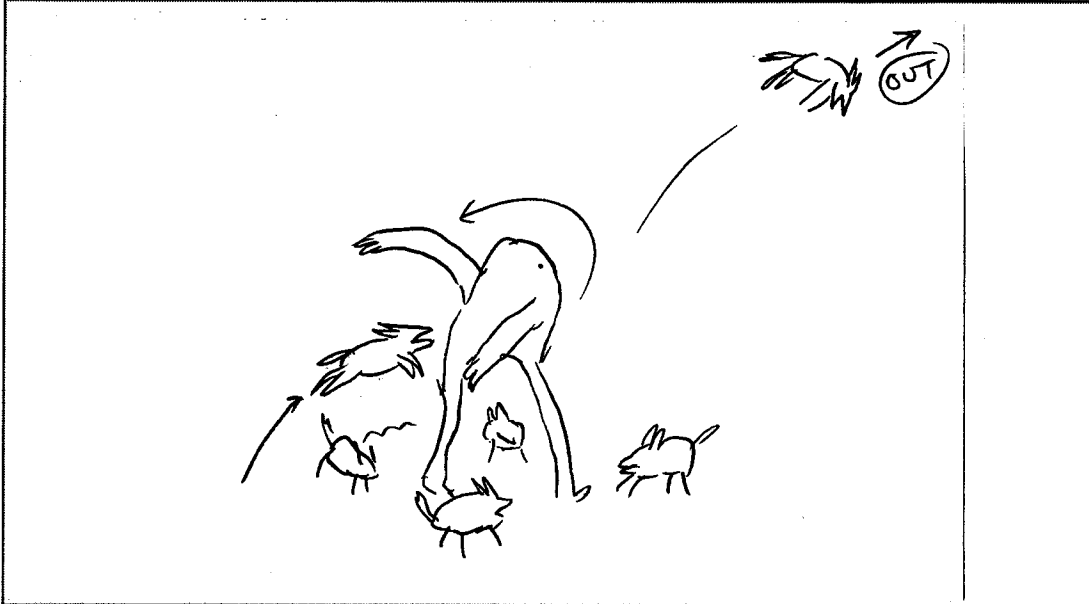
4

ADVENTURE TIME



Sc. 30 Pnl. M Bg. day night

Sc. 30 Pnl. N Bg. day night



Dialog:
Action:
Timing:

EPISODE #

100863

Production :

ADVENTURE TIME



Sc. 30 Pnl. 0 Bg. day night

FADE TO
WHITE

Sc. 31 Pnl. A Bg. day night

FADE IN
FROM WHITE

Dialog:	SFX: fight sounds fade	SFX: grunt gynexh...
Action:		
Timing:		

EPISODE # 100863

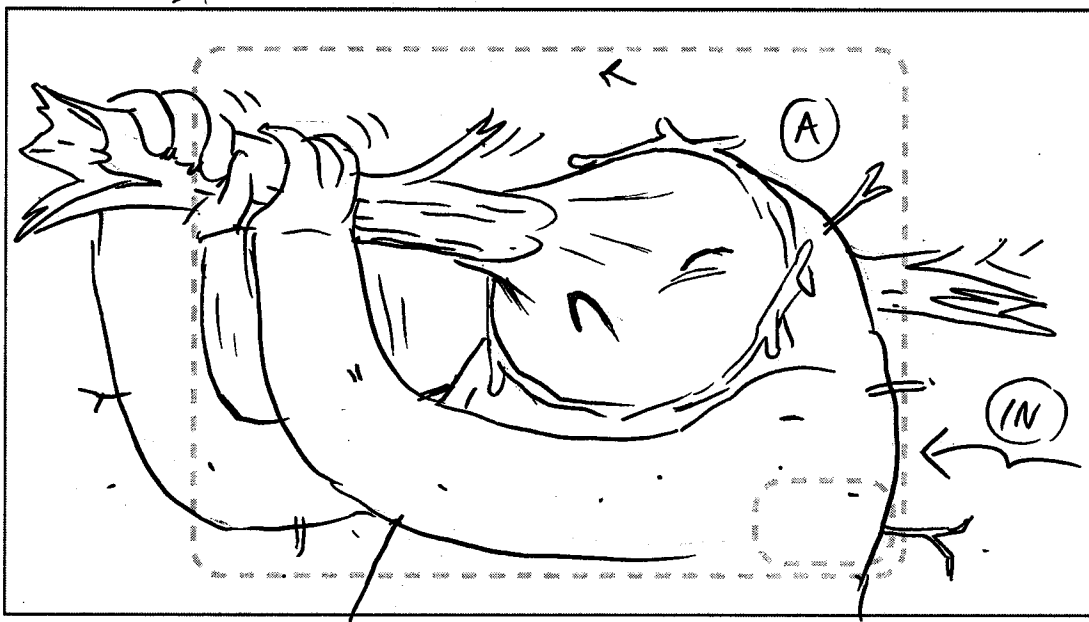
Production :

48

ADVENTURE TIME



Sc. 31 Pnl. B Bg. day night



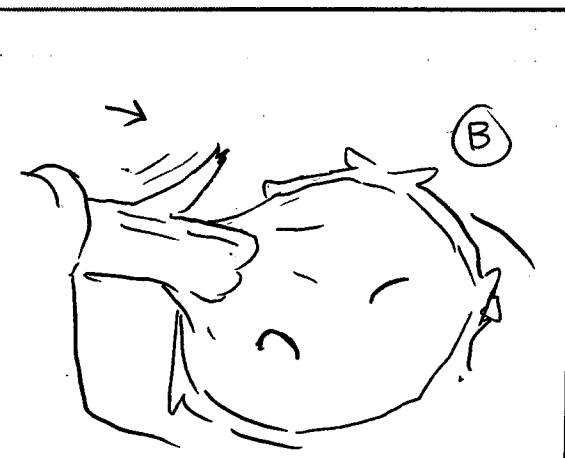
Sc. 31 C Bg. day night

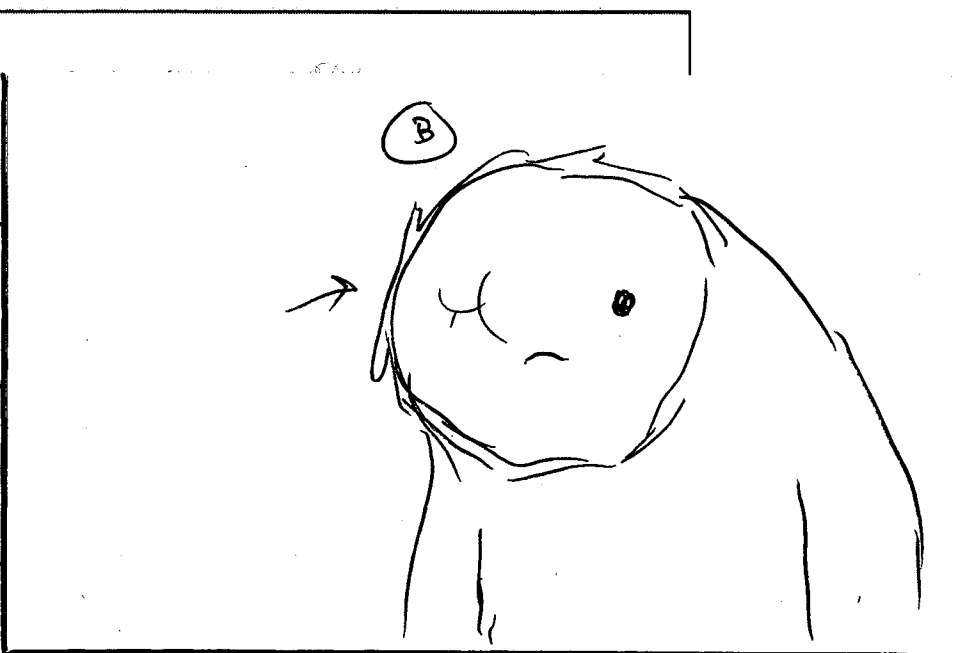


Dialog:

Action: - A B A B A
Golem struggles to pull
branch from eye.

Timing:





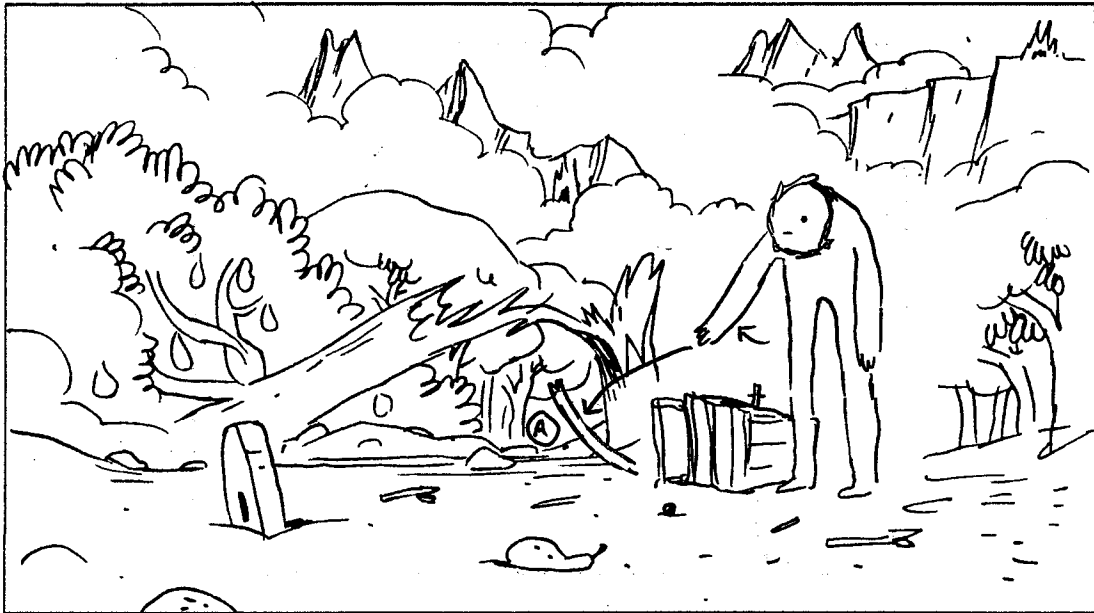
EPISODE # 100863

49

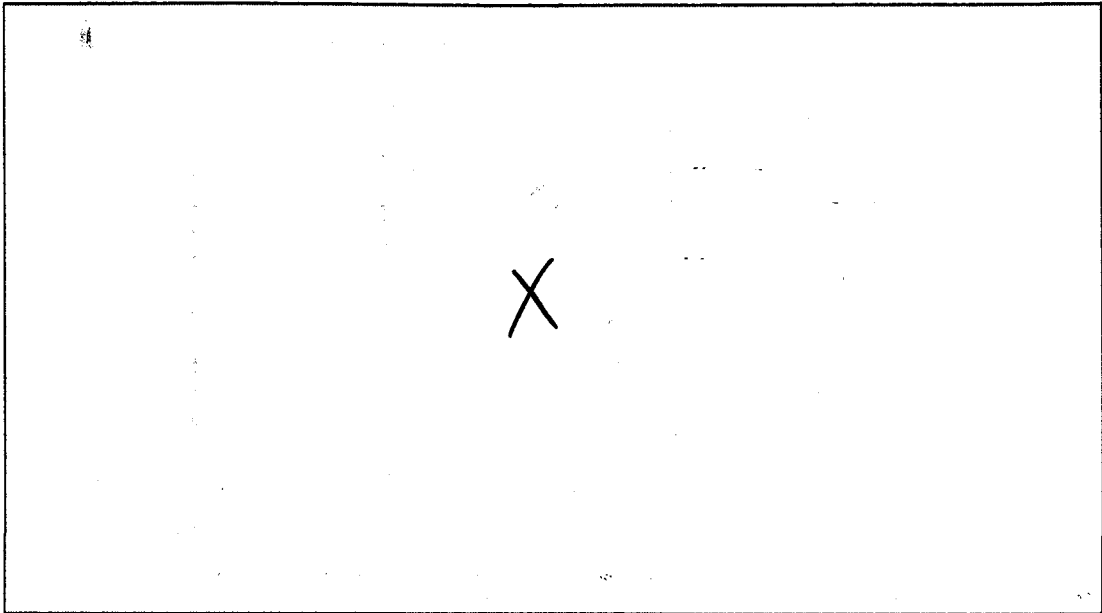
ADVENTURE TIME



Sc. 32 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
Action:	
Timing:	



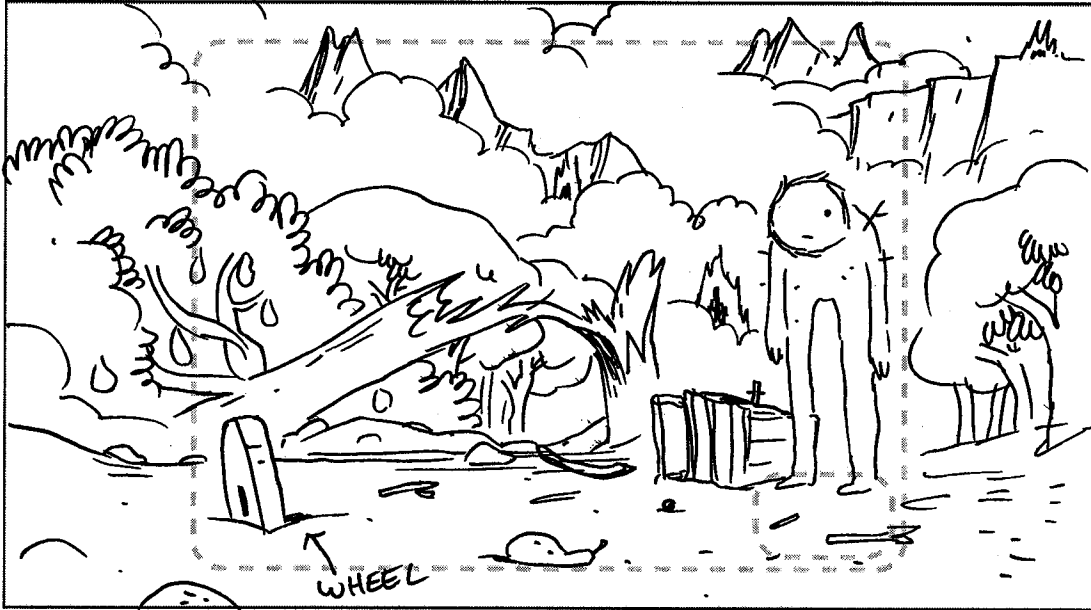
EPISODE # 100863

Production :

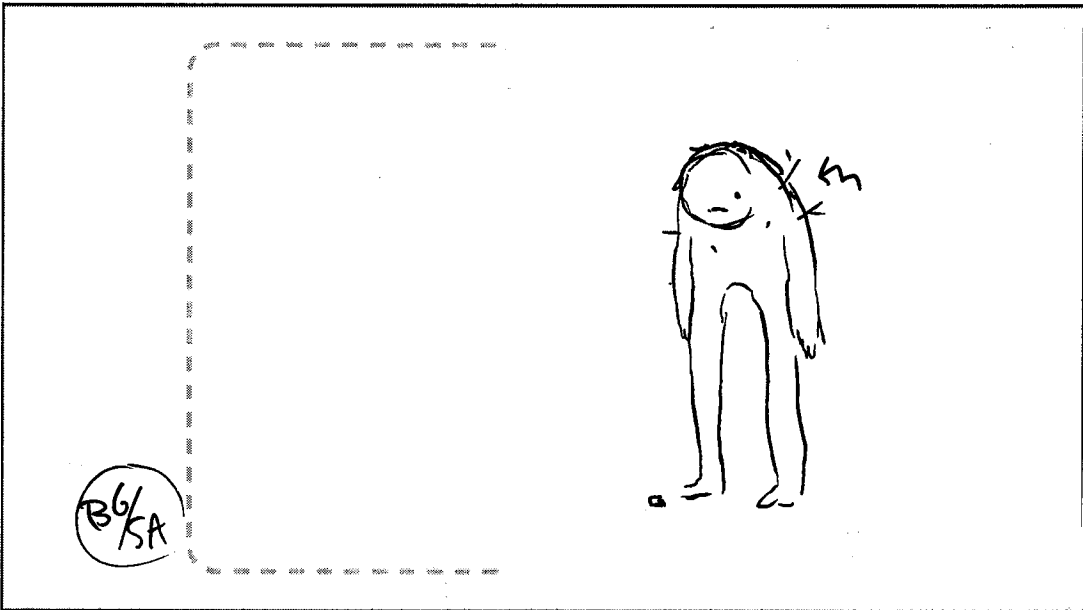
ADVENTURE TIME



Sc. 32 Pnl. B Bg. day night



Sc. 32 Pnl. C Bg. day night



Dialog:	
Action:	Golem stares blankly for a moment - Golem sees his eye on the ground
Timing:	

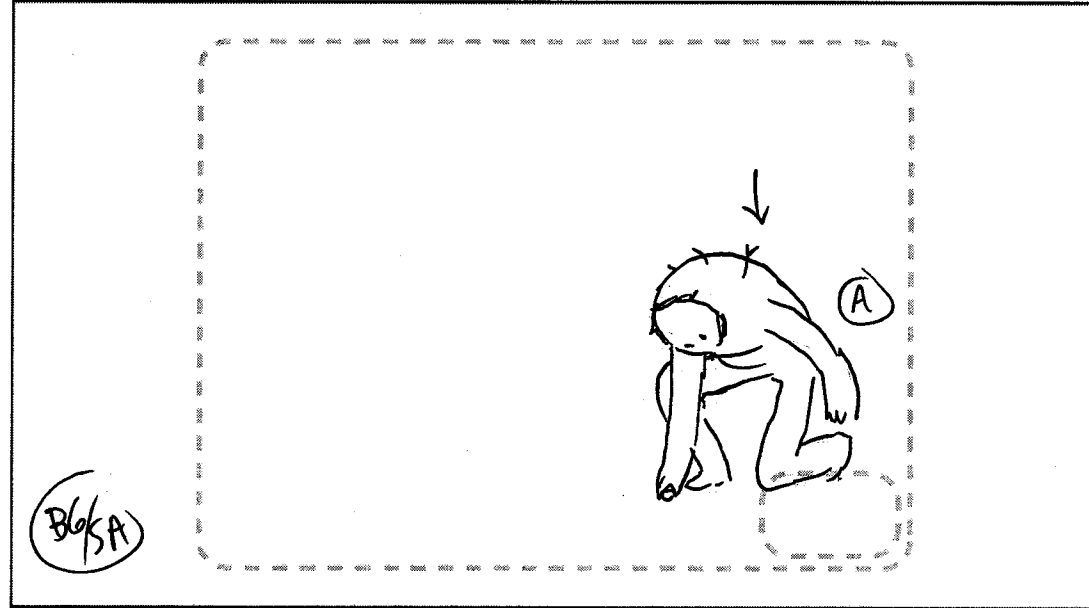
EPISODE # 100863
Production :

ADVENTURE TIME

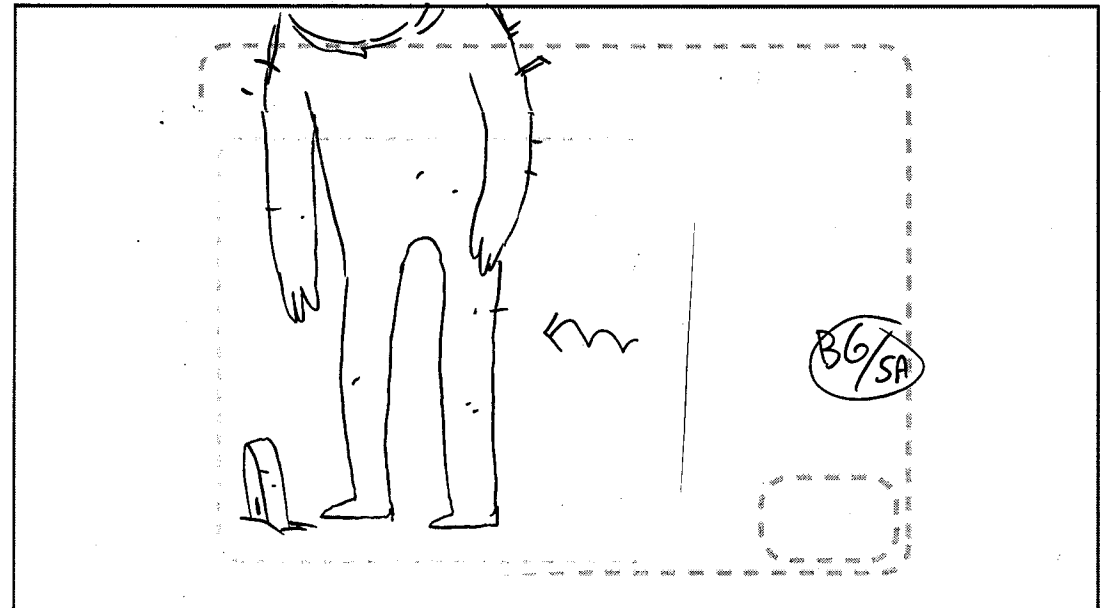


Page 57

Sc. 32 Pnl. D Bg. day night



Sc. 32 Pnl. E Bg. day night



Dialog:

Action: puts eye back in

Timing:



EPISODE #

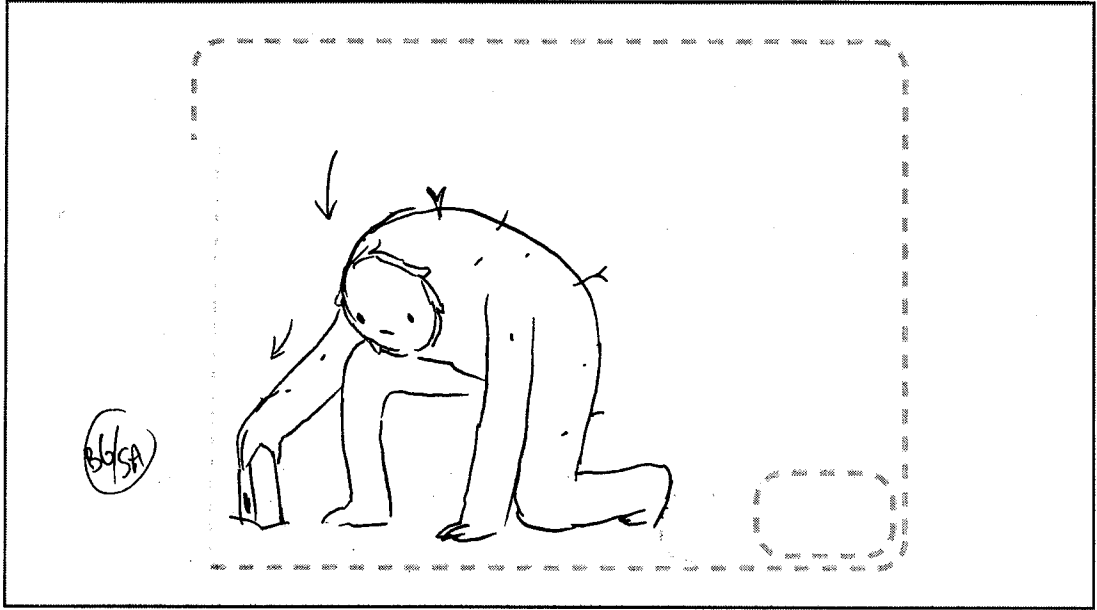
100863

Production :

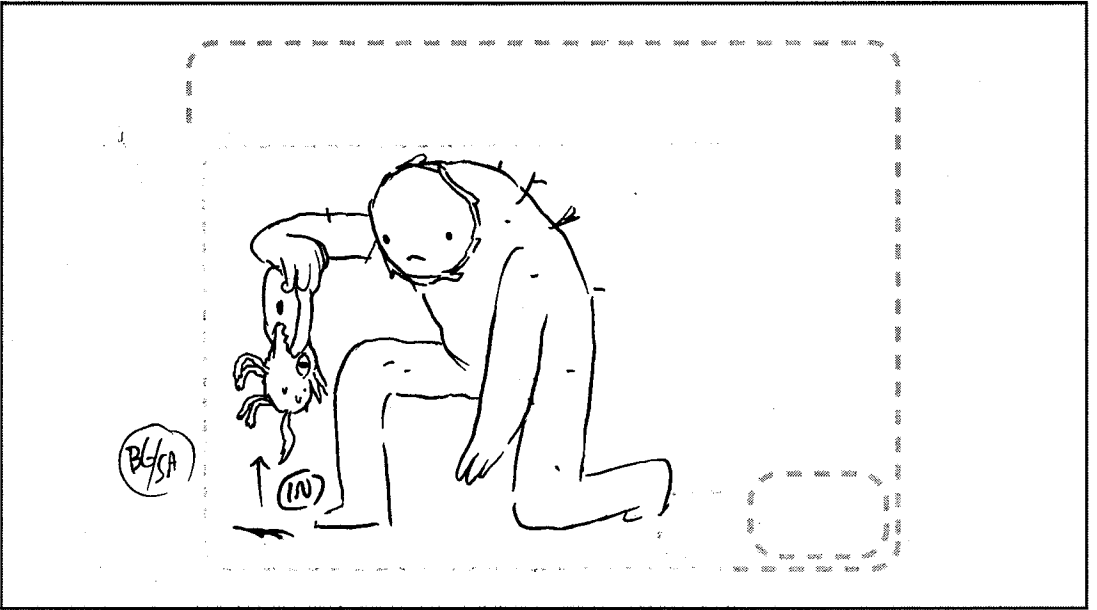
ADVENTURE TIME



Sc. 32 Pnl. F Bg. day night



Sc. 32 Pnl. G Bg. day night



Dialog:
Action:
Timing:

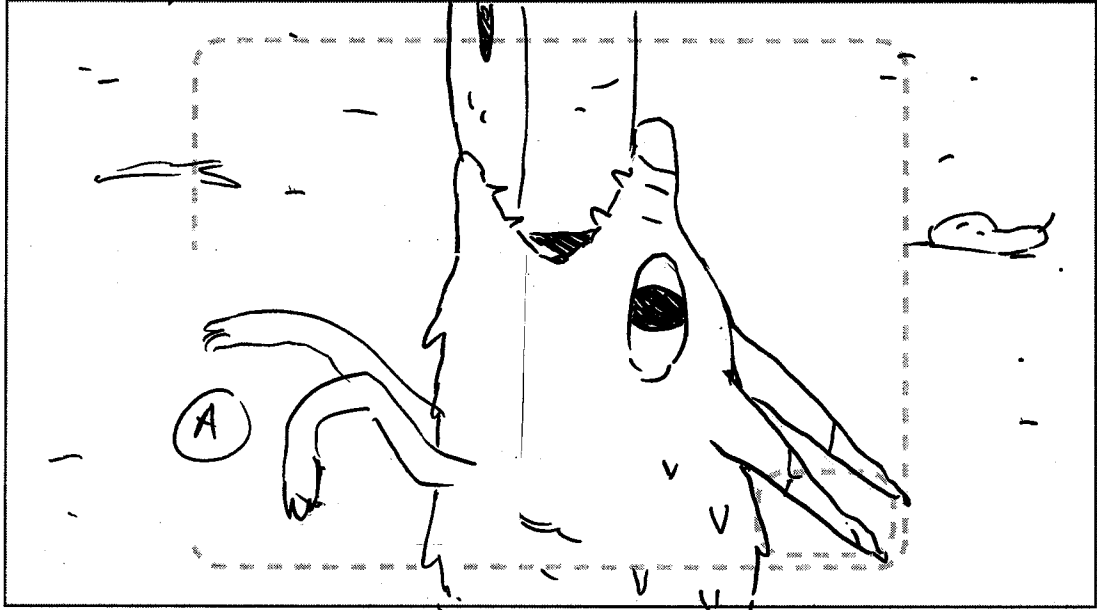
EPISODE # 100863 53

Production :

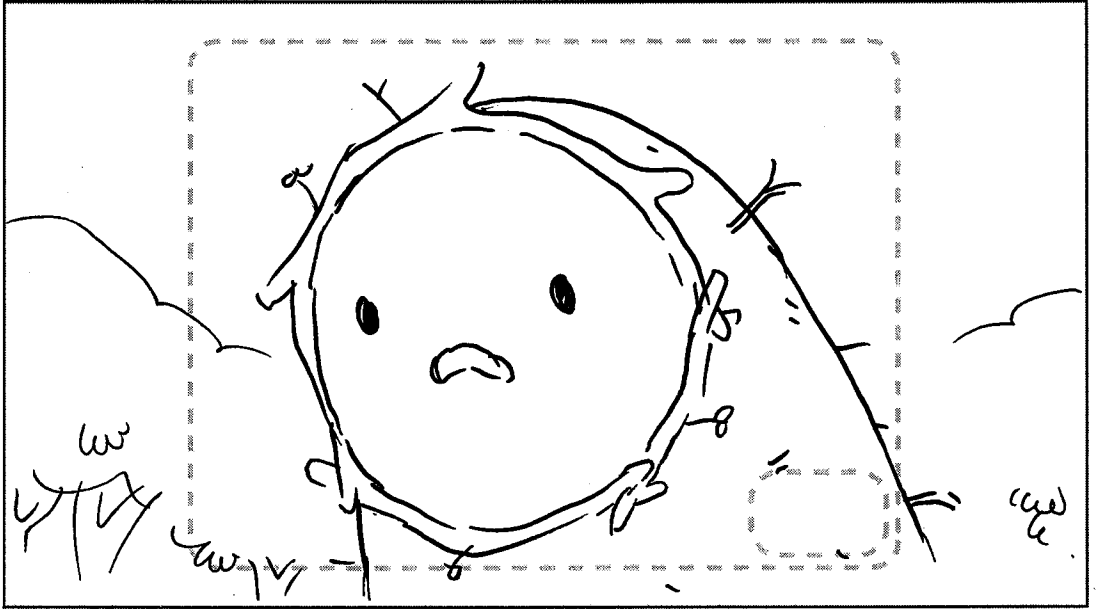
ADVENTURE TIME



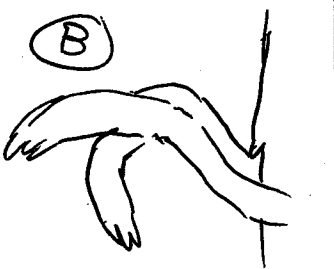
Sc. 33 Pnl. A Bg. day night



Sc. 34 Pnl. A Bg. day night



Dialog:	
(Golem :) gnyah!	
Action:	
Wolf pup slowly "swims" in the air - should take around 2 sec.	(B)
Timing:	



100863

EPISODE #

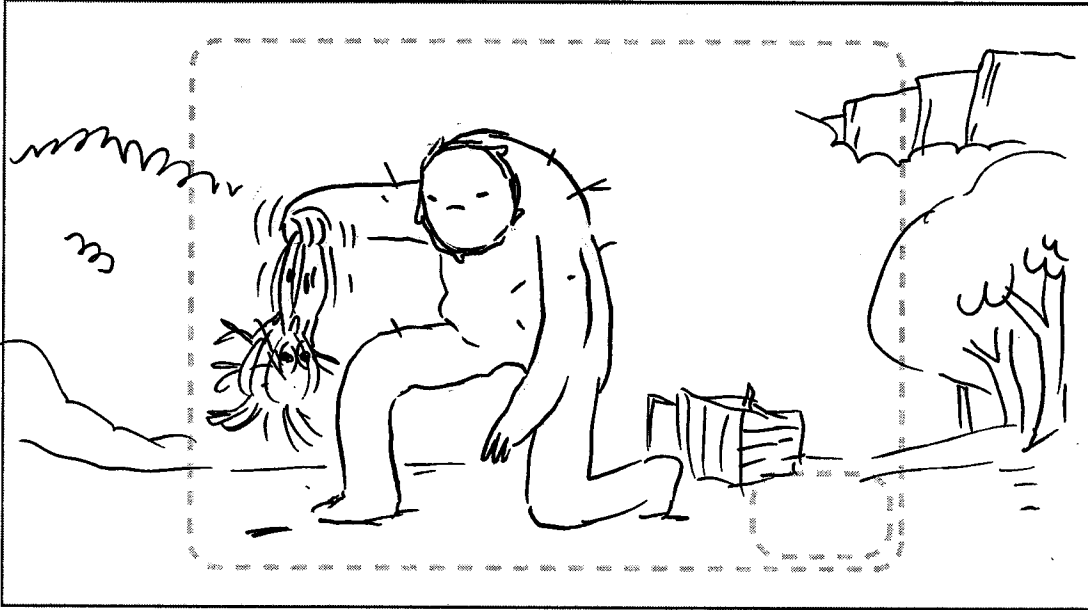
54

Production :

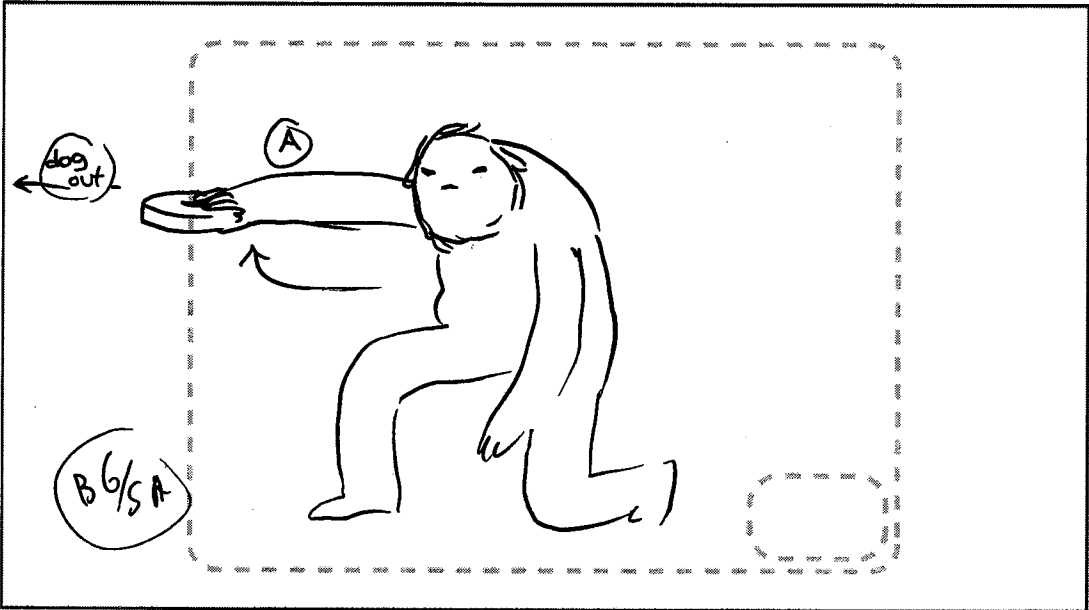
ADVENTURE TIME



Sc. 35 Pnl. A Bg. day night



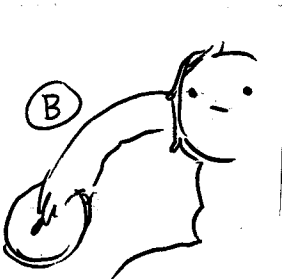
Sc. 35 Pnl. B Bg. day night



Dialog:

Action:

Timing:



EPISODE # 100863

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

dissolve

Sc. 36 Pnl. A Bg. day night

Dialog:

Action:

Timing:

- A B A B
Golem attaches wheel

100863

EPISODE #

Production :

ADVENTURE TIME



Sc. 36 Pnl. B Bg. day night

IN

S.A.

BG/SA

Sc. 36 Pnl. C Bg. day night

S.A.

A

BG/SA

Dialog:

SFX: *POOF * POOF *

Action:

FAST : A B A B A

pup poofs twice ↗

Timing:

100863

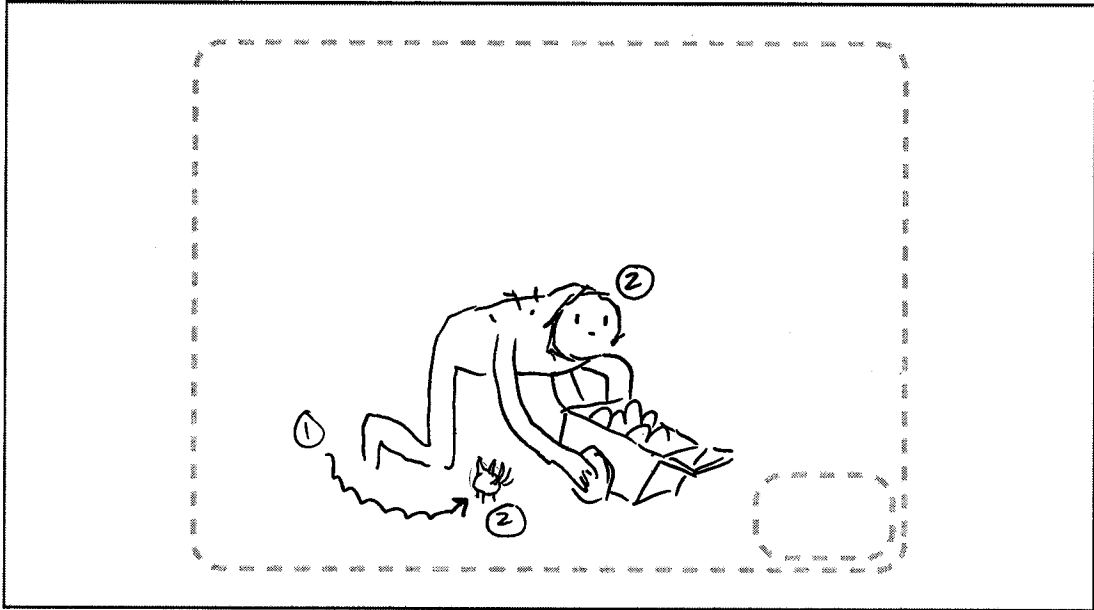
EPISODE #

Production :

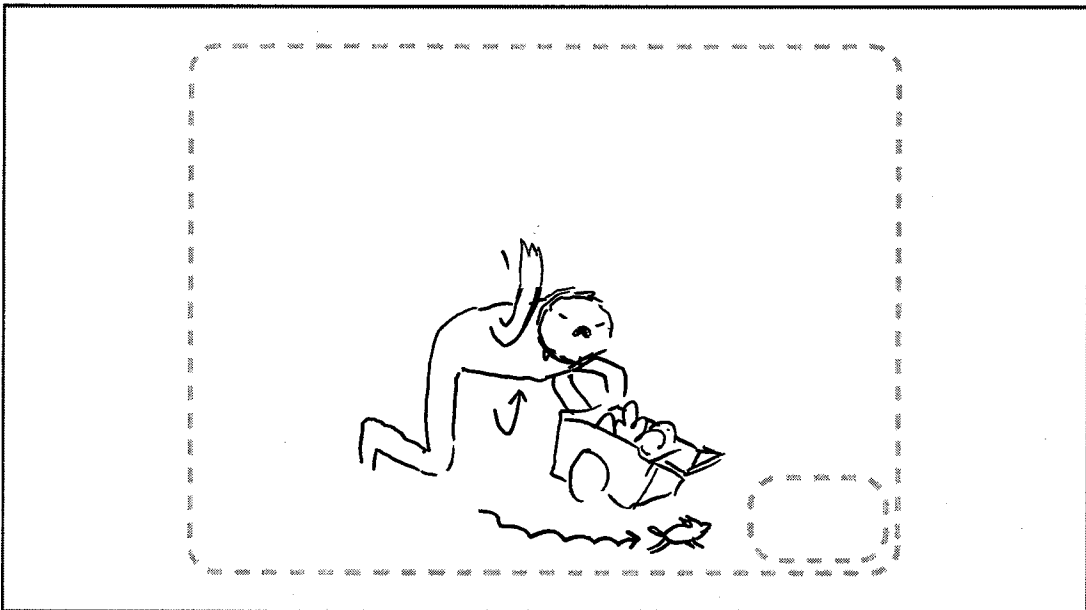
ADVENTURE TIME




Sc. 36 Pnl. D Bg. day night



Sc. 36 Pnl. E Bg. day night



Dialog:	(PUP: 2) : YIP YIP!		(GOLEM:) Nynng!	
Action:			Golem tries to shoo pup away	
Timing:				

EPISODE # 100863

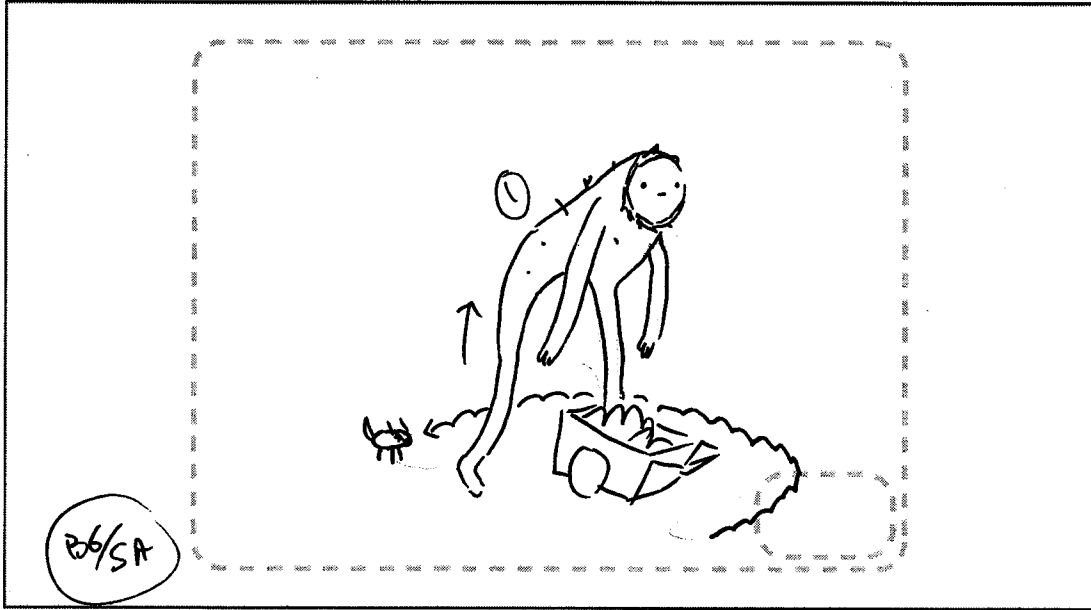
57.5

Production :

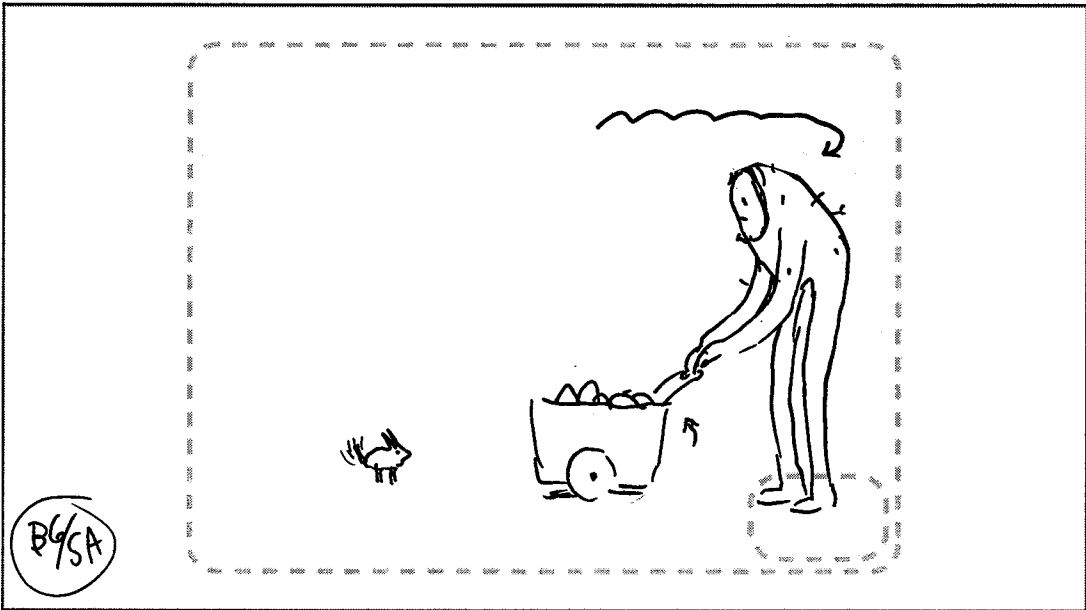
ADVENTURE TIME



Sc. 36 Pnl. F Bg. day night



Sc. 36 Pnl. G Bg. day night



Dialog:
Action:
Timing:

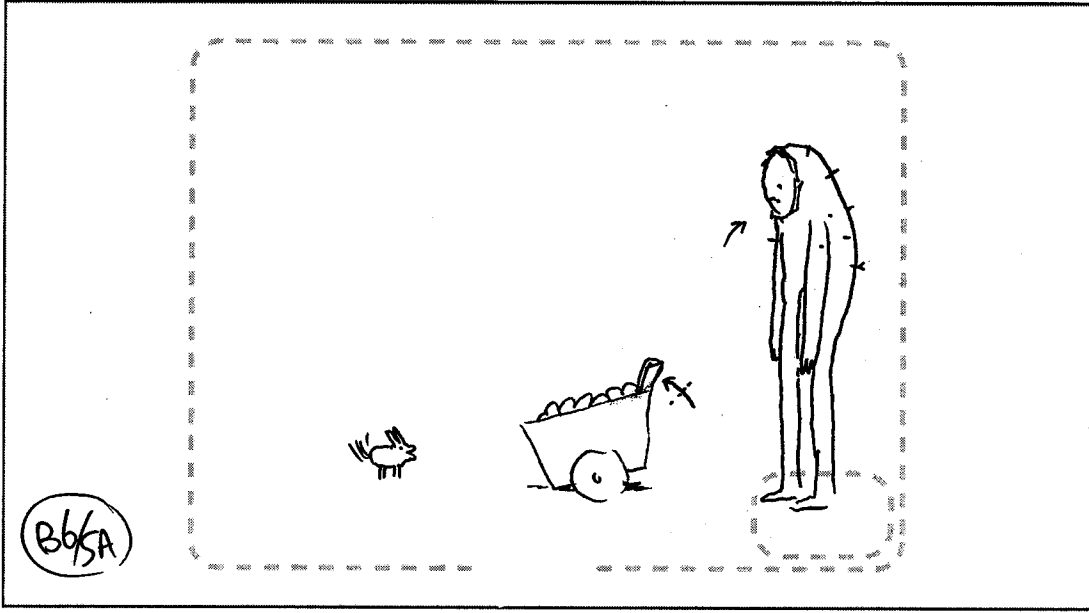
EPISODE # 100863

Production :

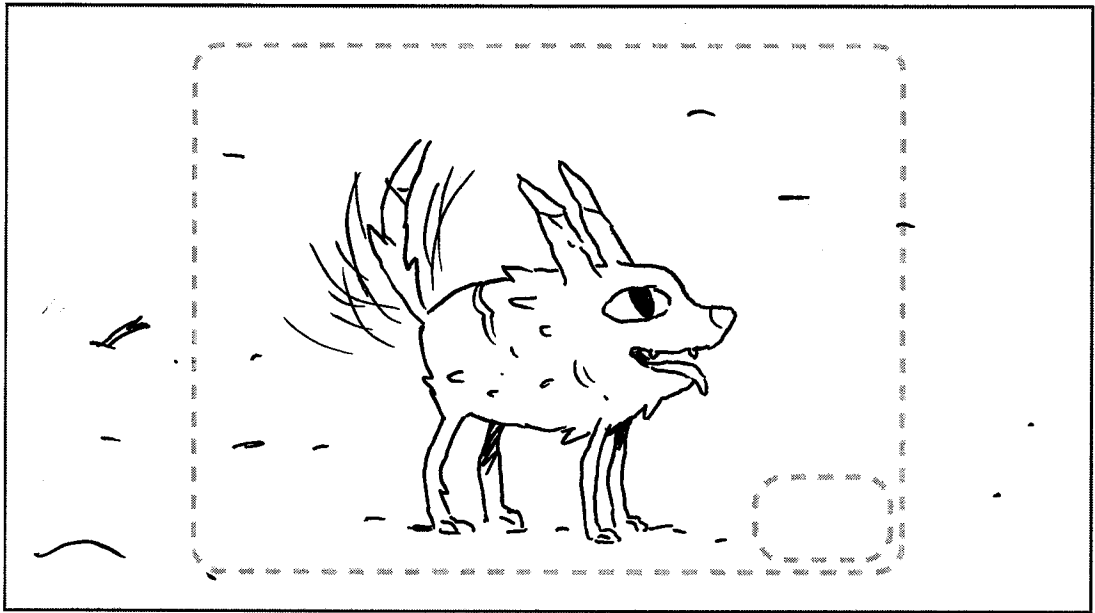
ADVENTURE TIME



Sc. 36 Pnl. H Bg. day night



Sc. 37 Pnl. A Bg. day night



Dialog: (PVP:) YIP YIP!!

Action: - cart tips forward

Timing:

100863

59

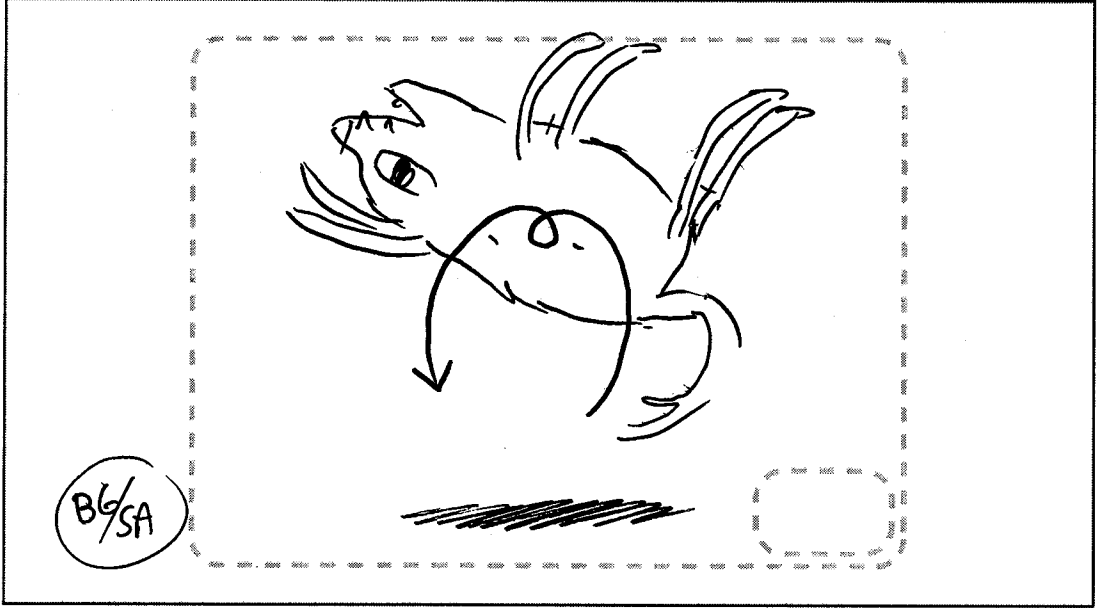
EPISODE #

Production :

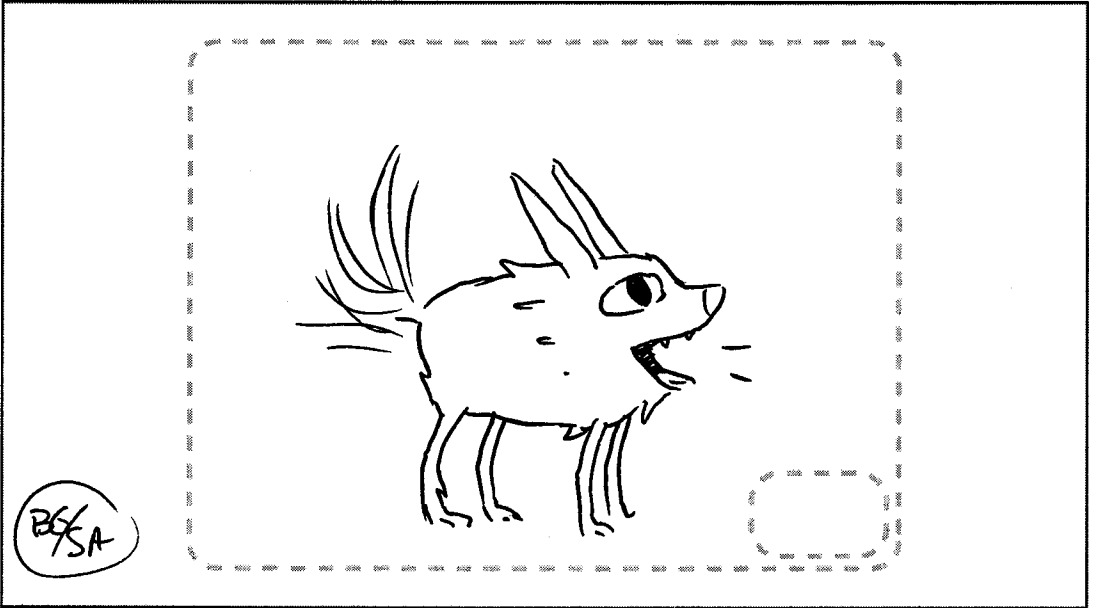
ADVENTURE TIME



Sc. 37 Pnl. B Bg. day night



Sc. 37 Pnl. C Bg. day night



Dialog:	(GOLEM :) YIP.!!
Action:	Pup does backflip
Timing:	

EPISODE # 100863

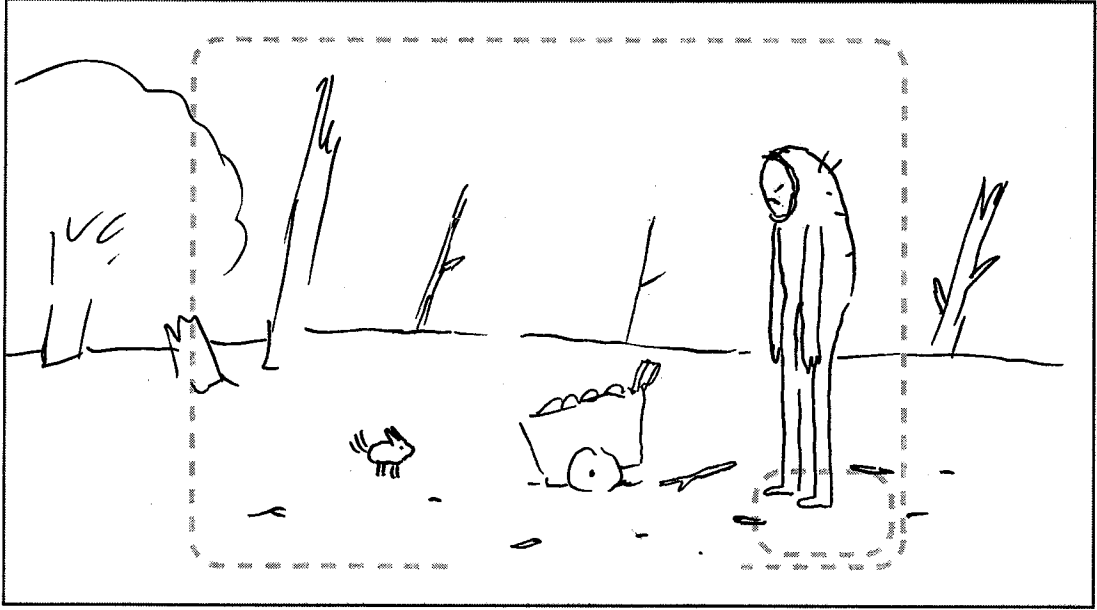
60

Production :

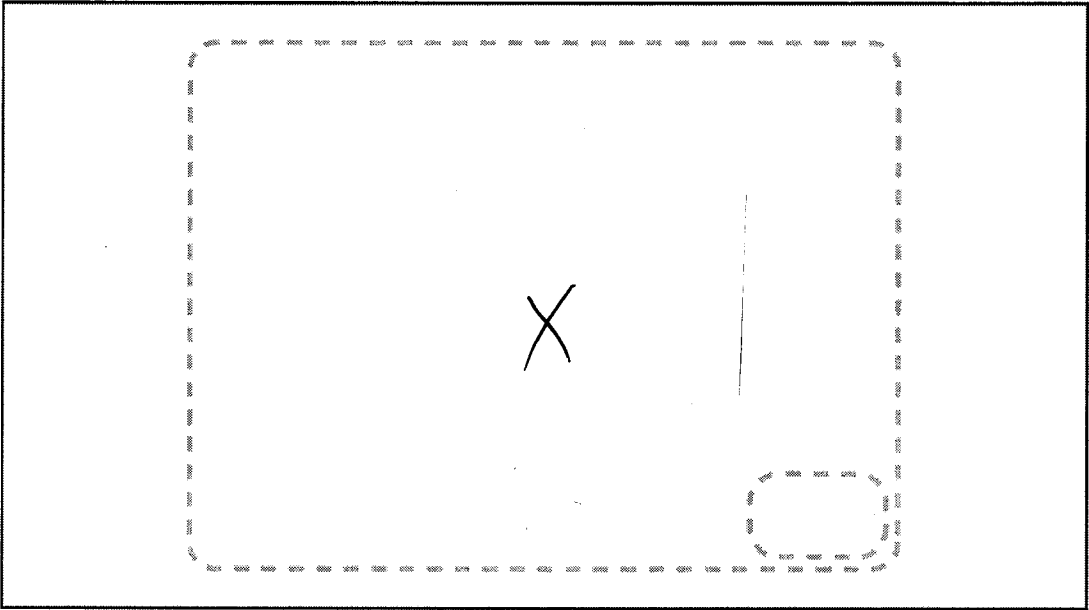
ADVENTURE TIME



Sc. 38 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
(Golem:) gynneah

Action:

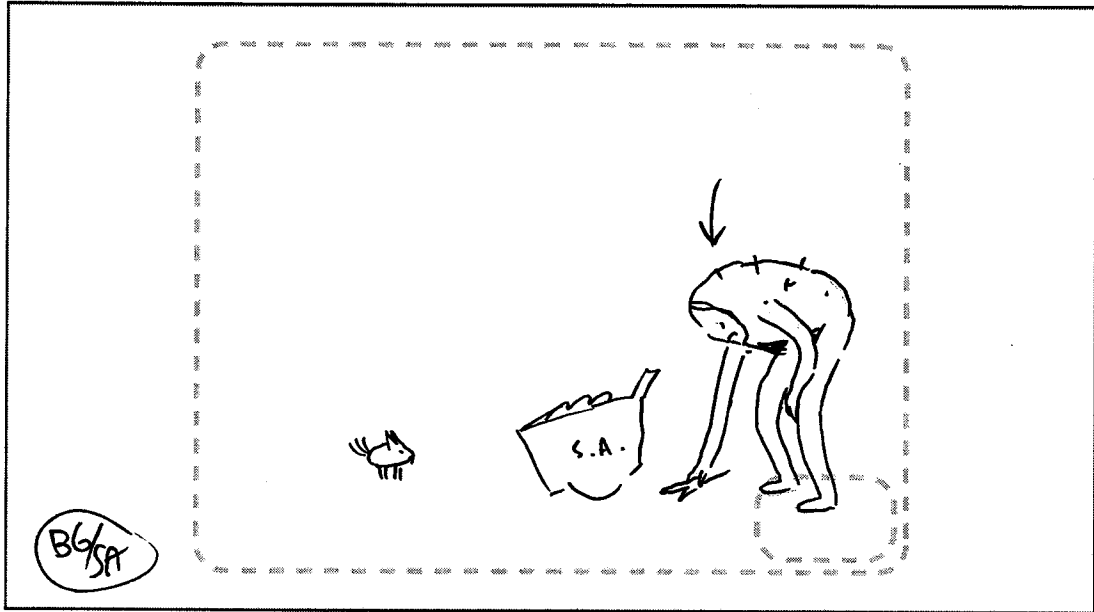
Timing:

EPISODE # 100863
Production :

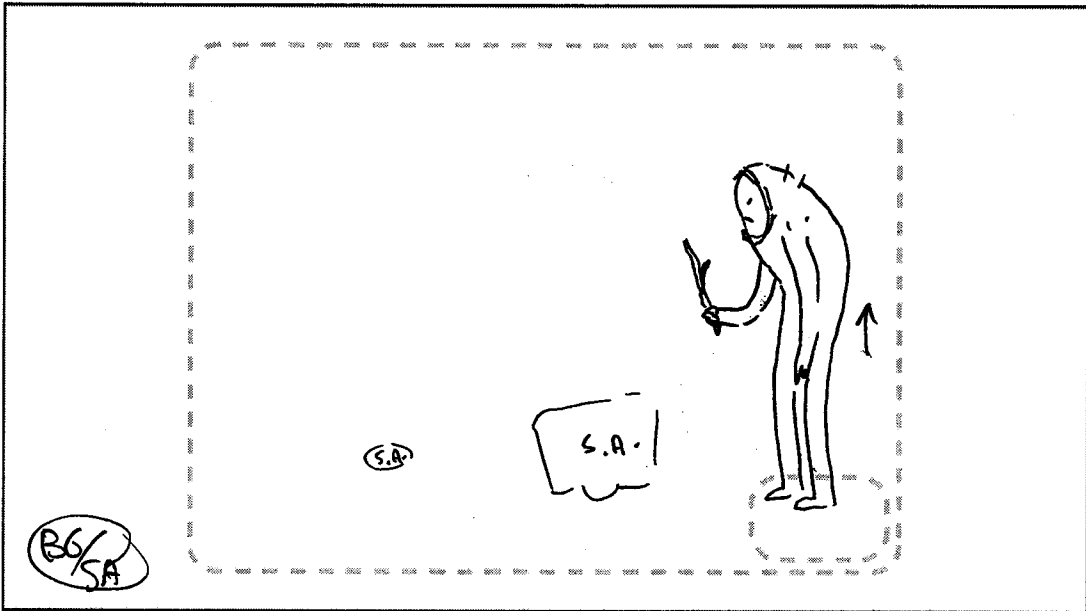
ADVENTURE TIME



Sc. 38 Pnl. 8 Bg. day night



Sc. 38 Pnl. C Bg. day night

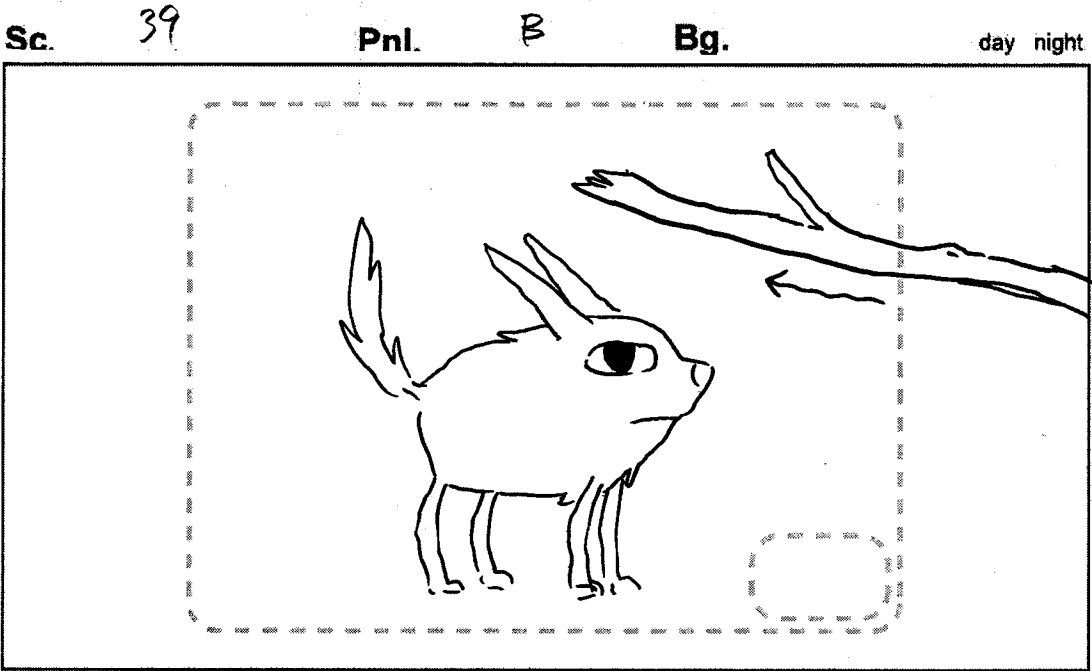
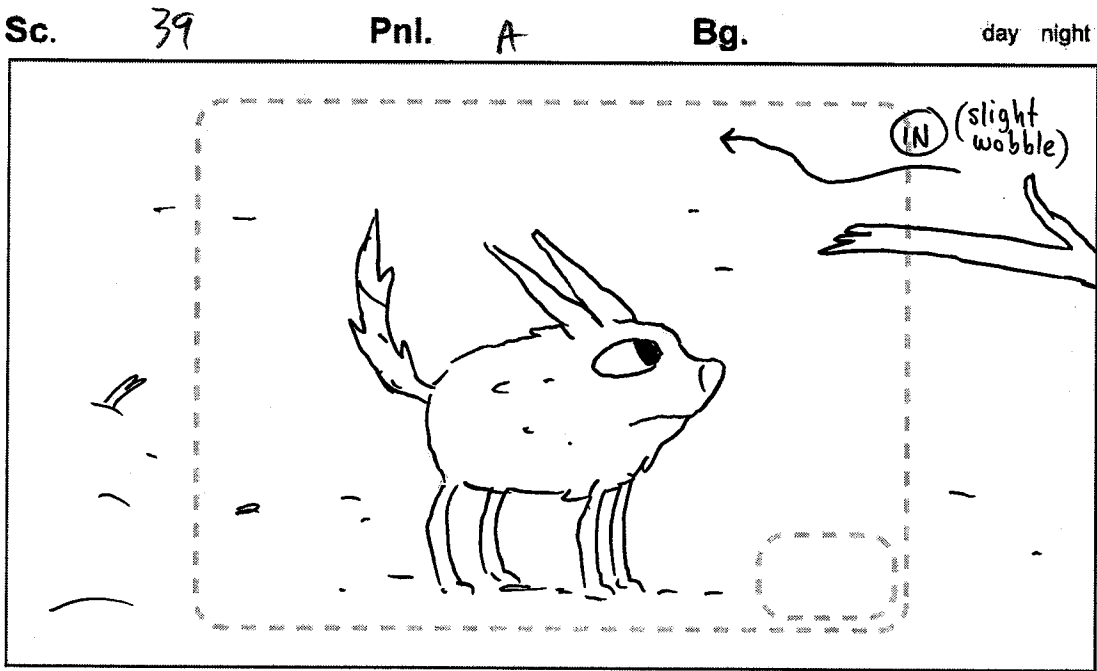


Dialog:
Action:
Timing:

EPISODE # 100863

Production :

ADVENTURE TIME



Dialog:	
Action: stick enters slowly	Pup eye tracks stick
Timing:	

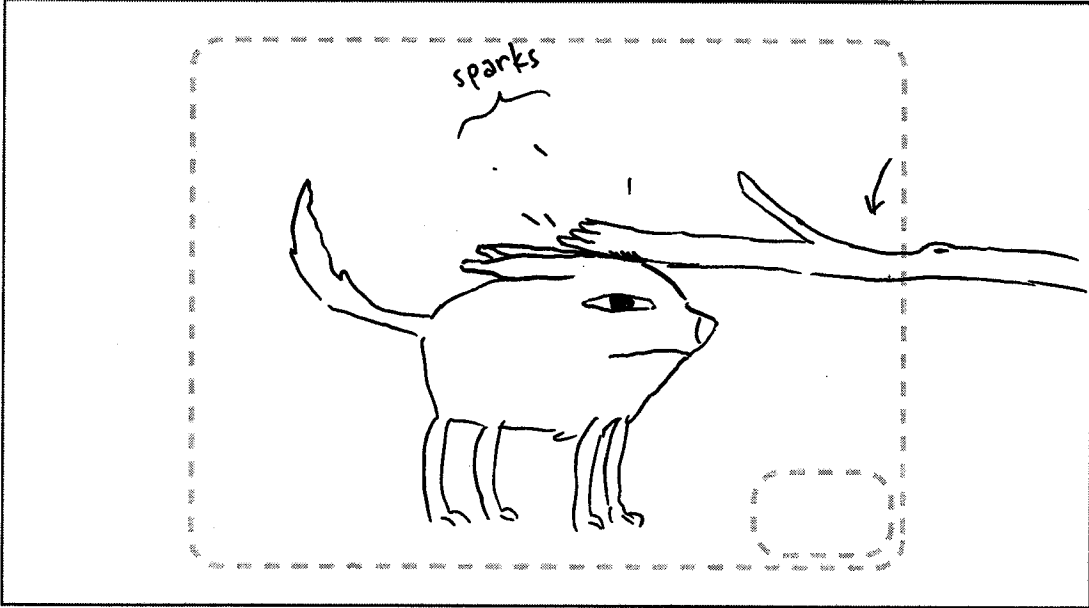
EPISODE # 100863

Production :

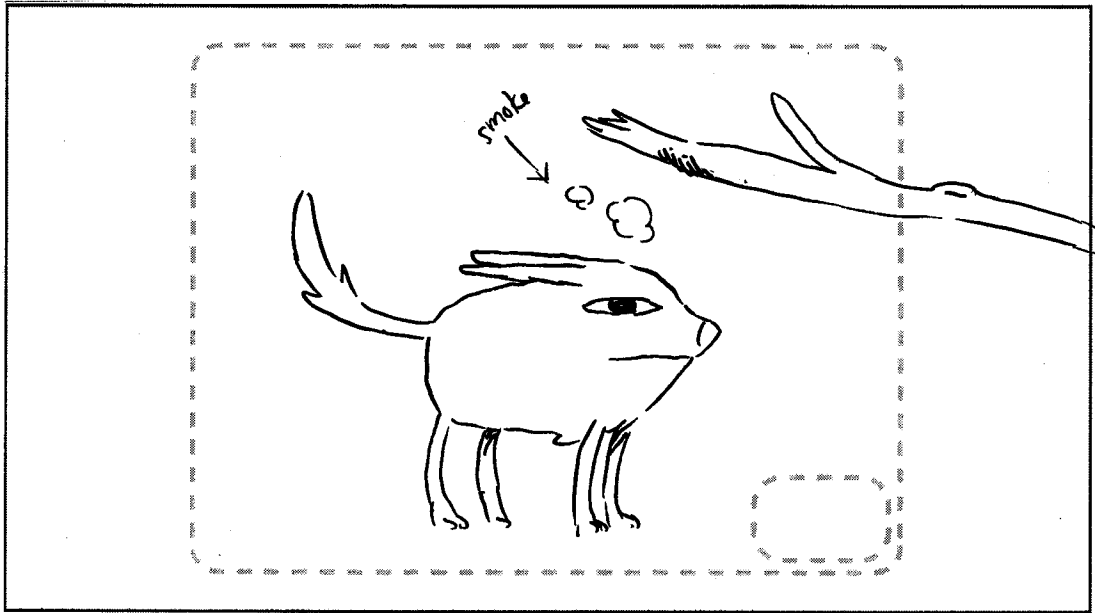
ADVENTURE TIME



Sc. 39 Pnl. C Bg. day night



Sc. 39 Pnl. D Bg. day night



Dialog:	SFX: * BIP * (GOLEM:) Nyennegh
Action:	Gently but sternly taps Pup on head
Timing:	

100863

EPISODE #

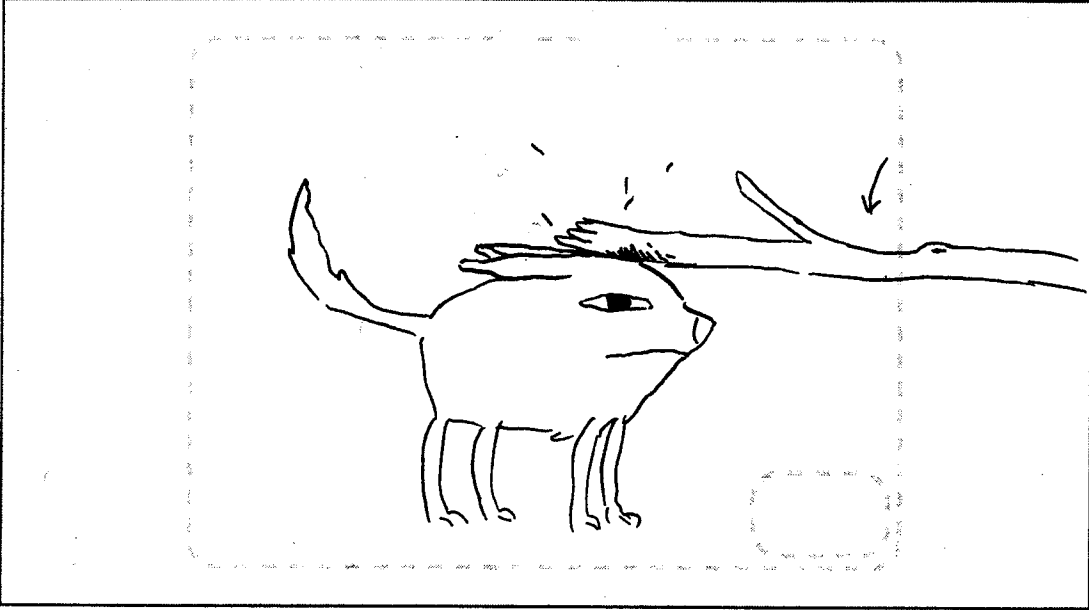
69

Production :

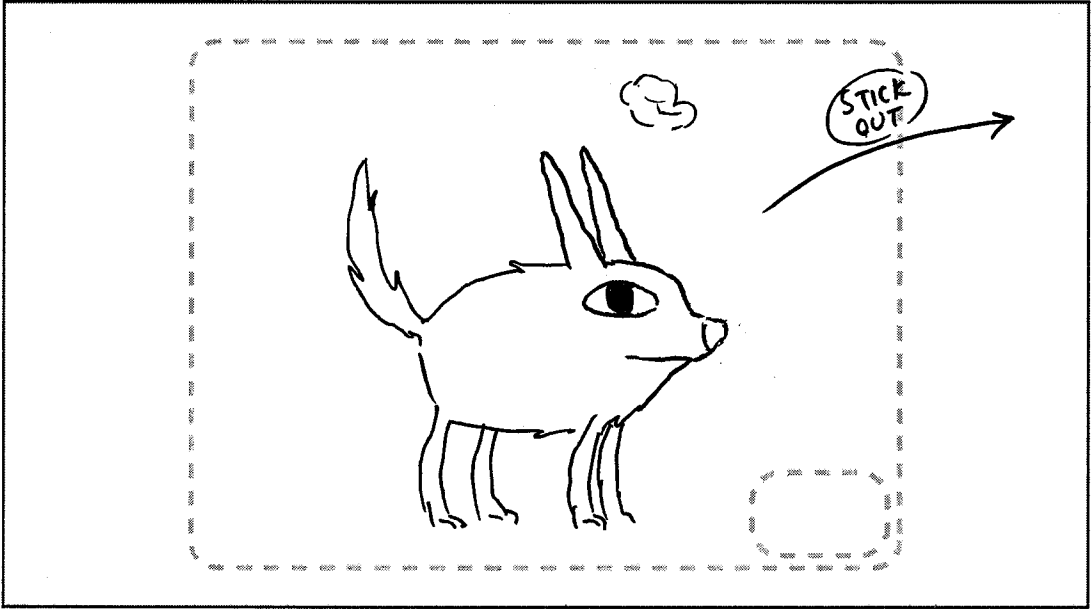
ADVENTURE TIME



Sc. 39 Pnl. E Bg. day night



Sc. 39 Pnl. F Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100863

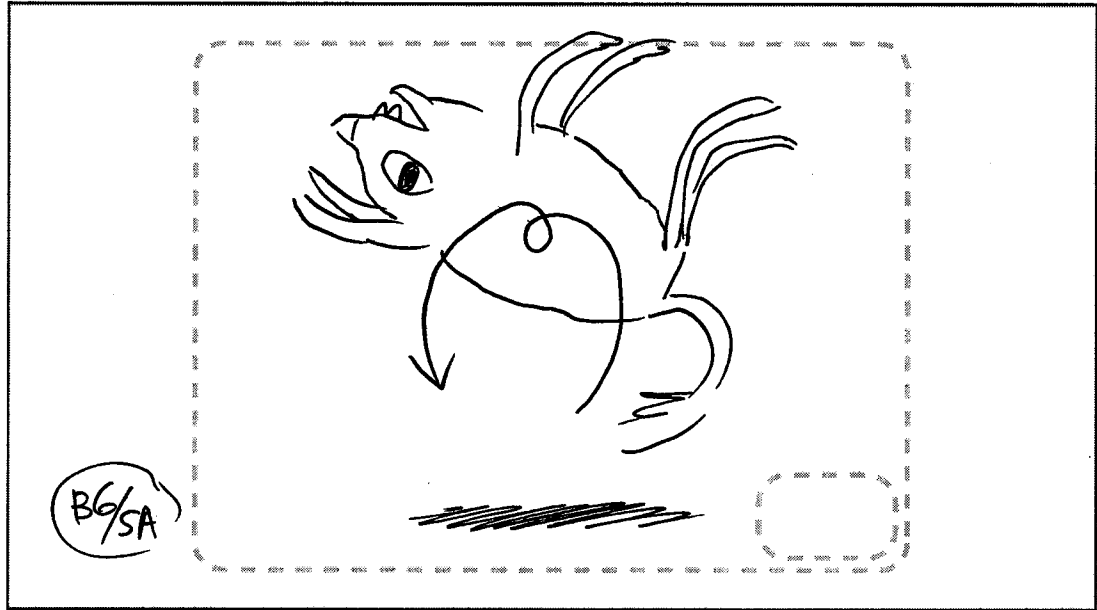
Production :

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ADVENTURE TIME



Sc. 39 Pnl. G Bg. day night



Sc. 39 Pnl. H Bg. day night



Dialog:	(Pup!) YIP YIP!	SFX: * POOF *
Action:	(A) (B) (A)	
Timing:		



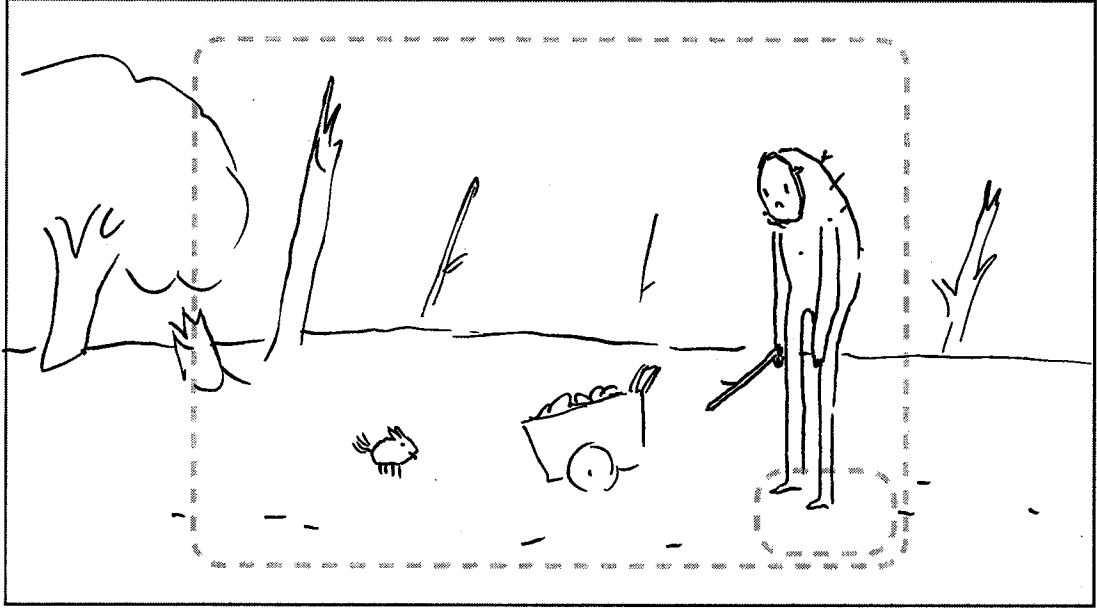
EPISODE # 100863

Production :

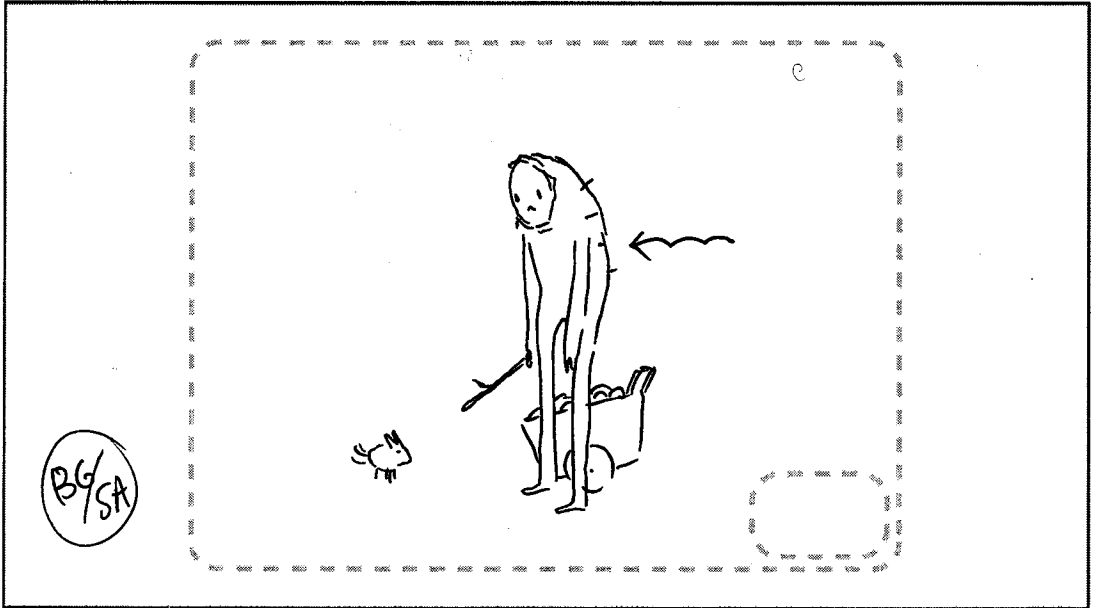
ADVENTURE TIME



Sc. 40 Pnl. A Bg. day night



Sc. 40 Pnl. B Bg. day night



Dialog:
Action:
Timing:

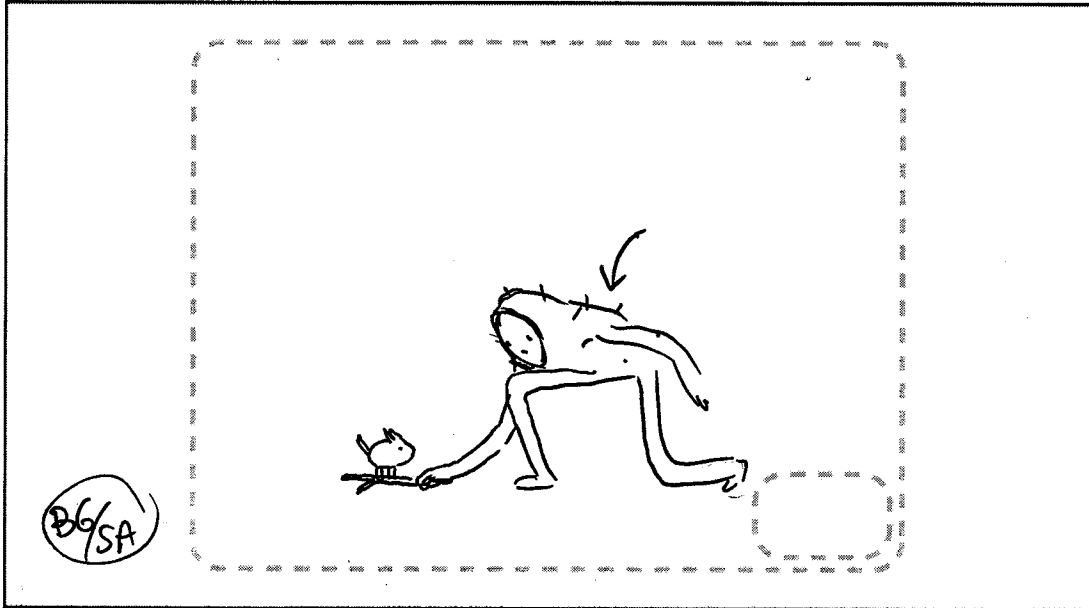
EPISODE # 100868

Production :

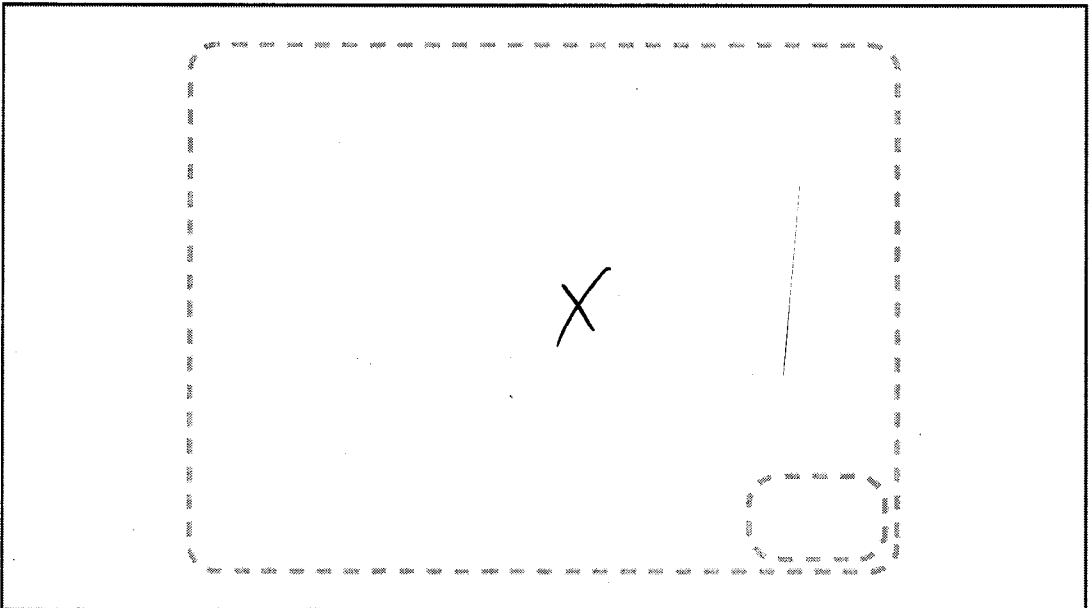
ADVENTURE TIME



Sc. 40 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

100863

EPISODE #

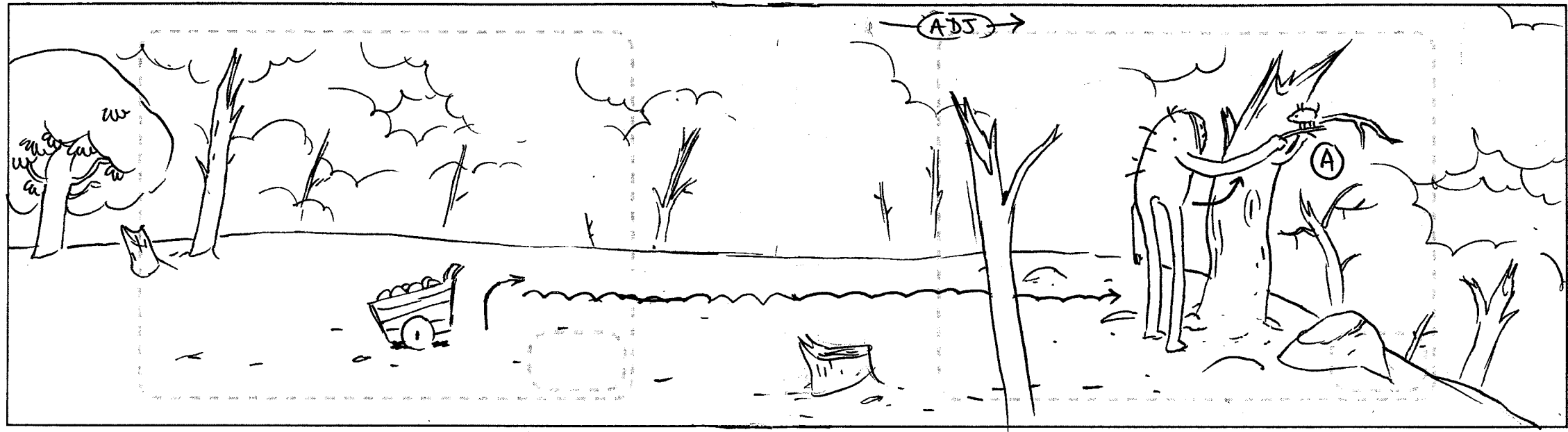
Production :

ADVENTURE TIME





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Sc. 40 Pnl. D Bg. day night Sc. Pnl. Bg. day night



Dialog:	
Action:	
Timing:	

EPISODE # **100863**

Production :

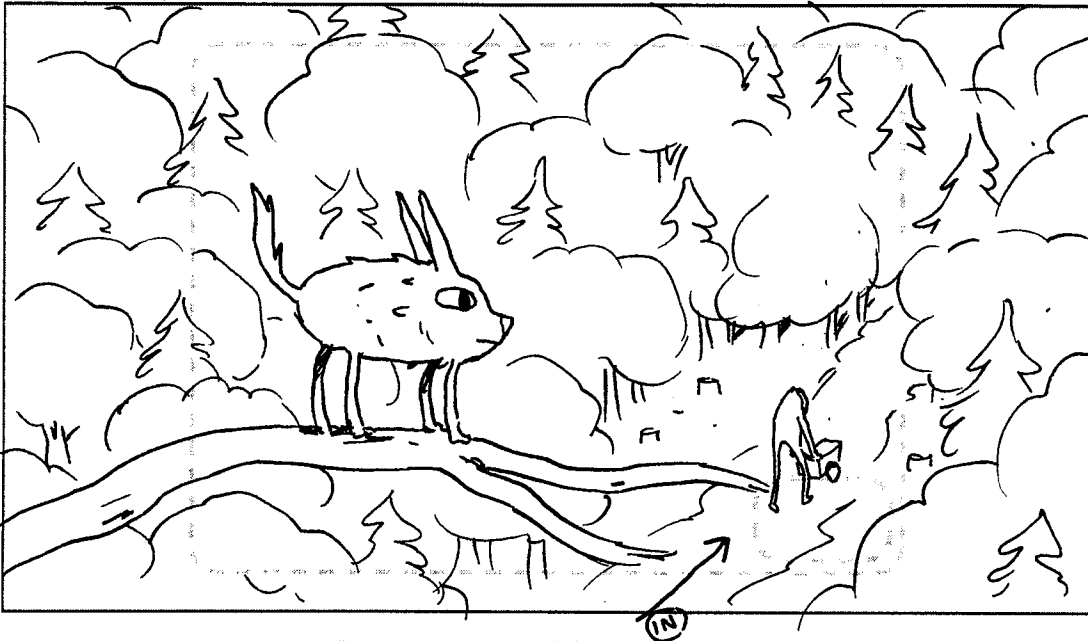
69

ADVENTURE TIME



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Sc. 41 Pnl. A Bg. day night



Sc. 41 Pnl. B Bg. day night



Dialog:	SFX: * POOF *
Action:	
Timing:	

EPISODE # 100863

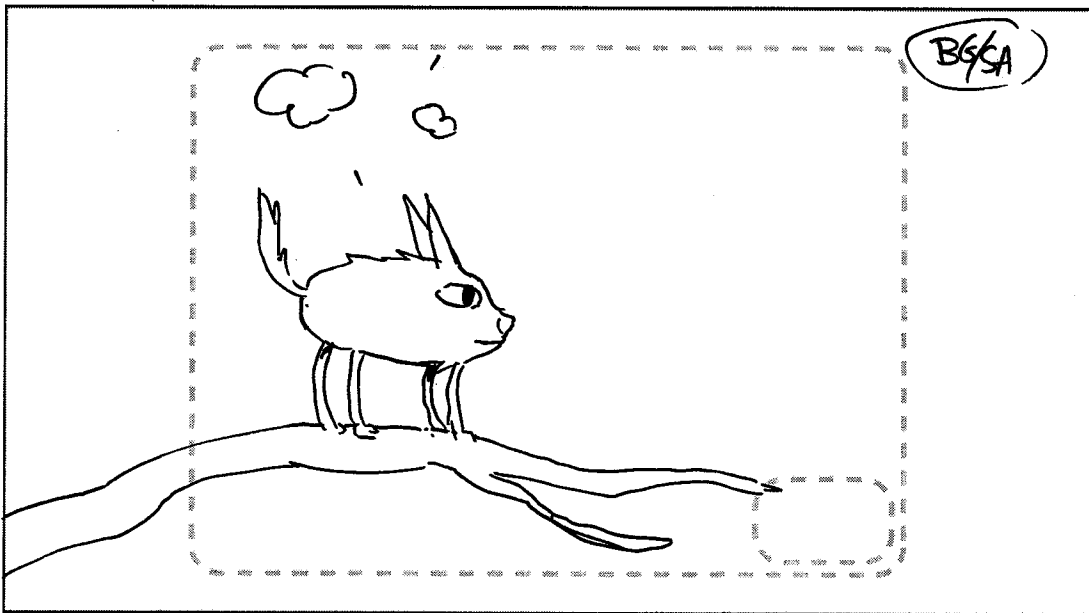
Production :

ADVENTURE TIME

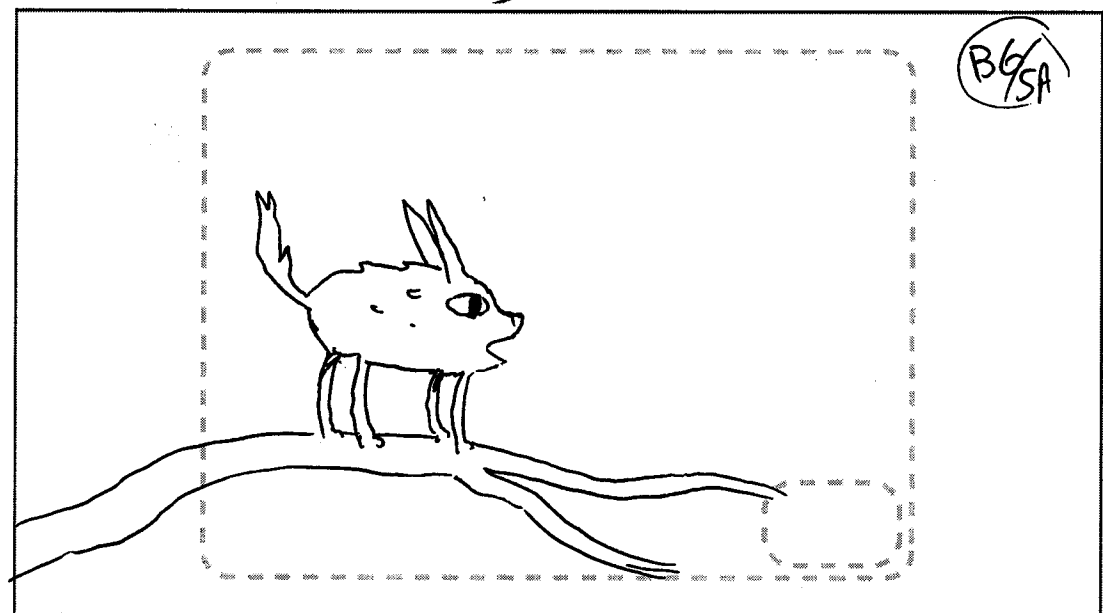


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Sc. 41 Pnl. C Bg. day night



Sc. 41 Pnl. D Bg. day night

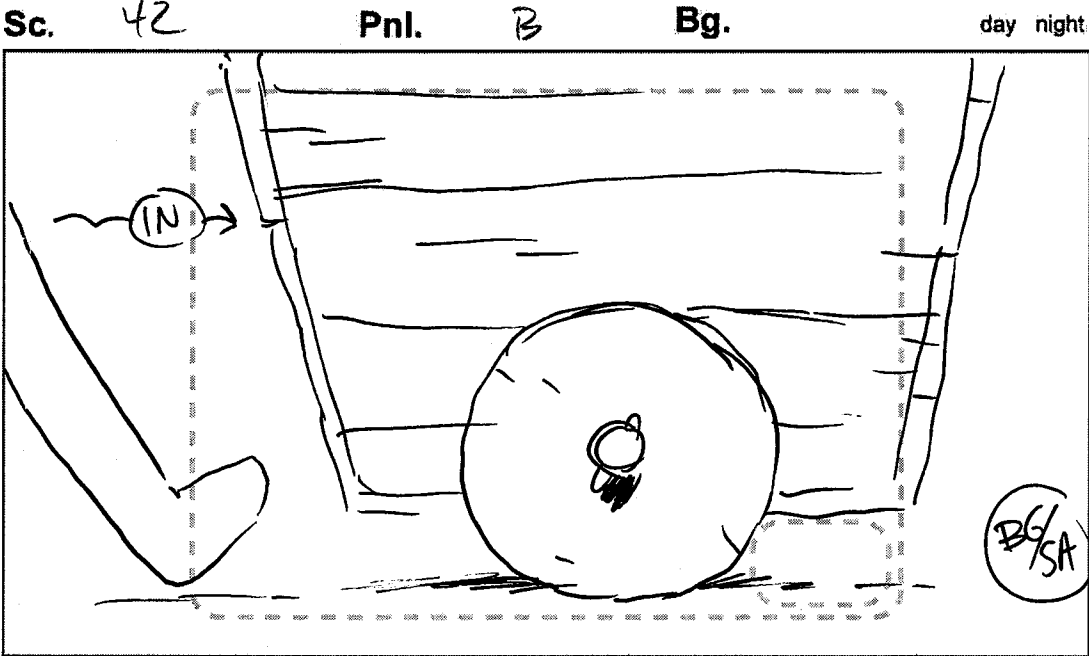
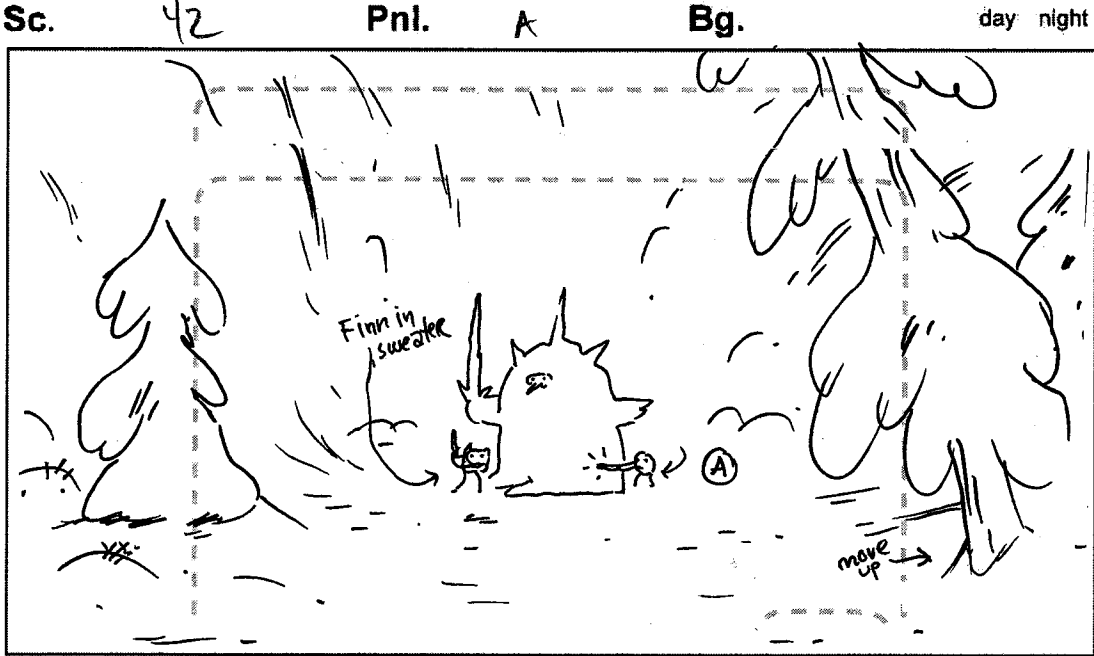



Dialog:	(PUP :) YIP YIP!
Action:	
Timing:	

EPISODE # 100863
Production :

71

ADVENTURE TIME

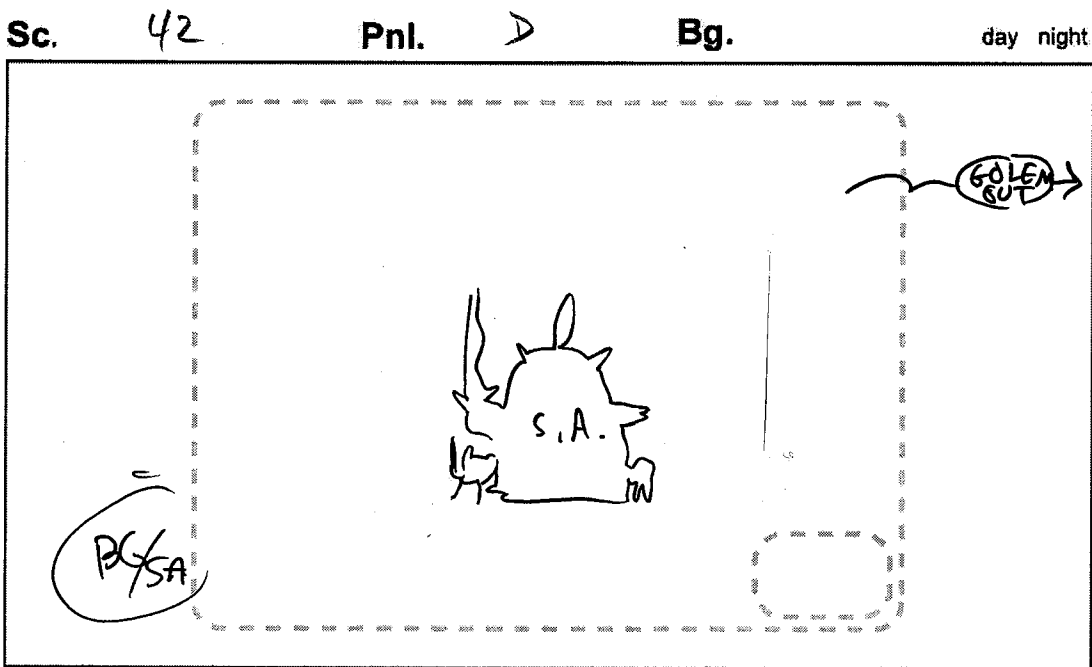
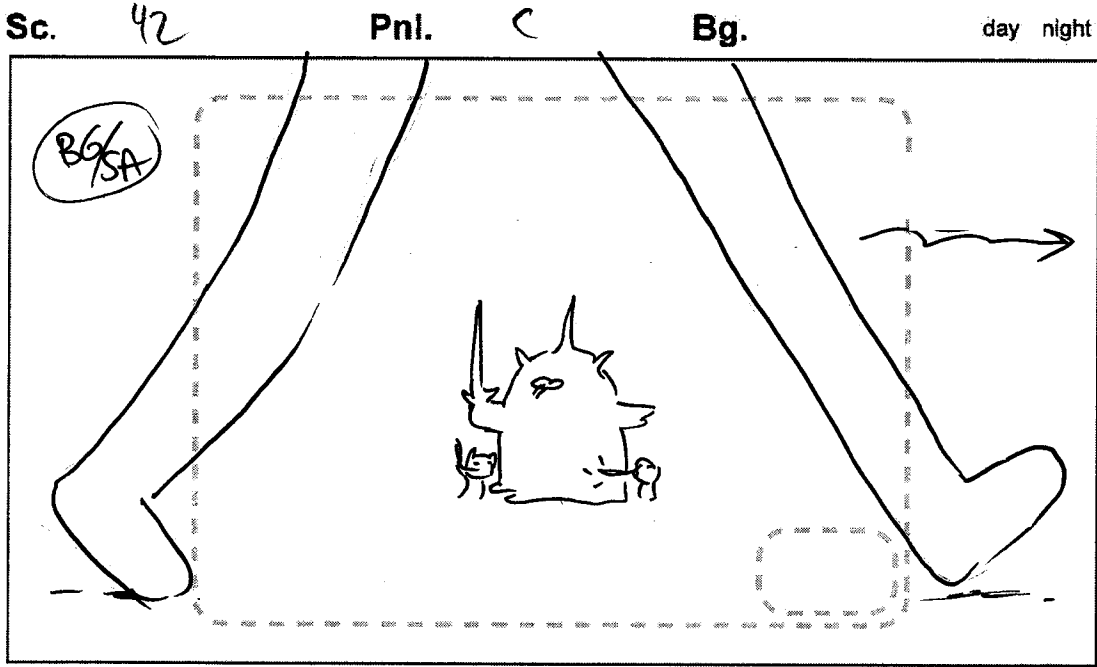


<p>Dialog:</p> <p>(F+J:) *grunting*</p>	<p>(ICE KING:) Fools! Fools!</p> <p>(F+J:)</p>
<p>Action: Finn + Jake alternate hitting ice king with sticks: A B A B A B etc.</p> <p>Timing:</p> 	

EPISODE # 100863

Production :

ADVENTURE TIME



Dialog: (I.K. :) You're wasting your ti-yime!

Action: still hitting —————→

Timing:

EPISODE # 100863

73

Production :

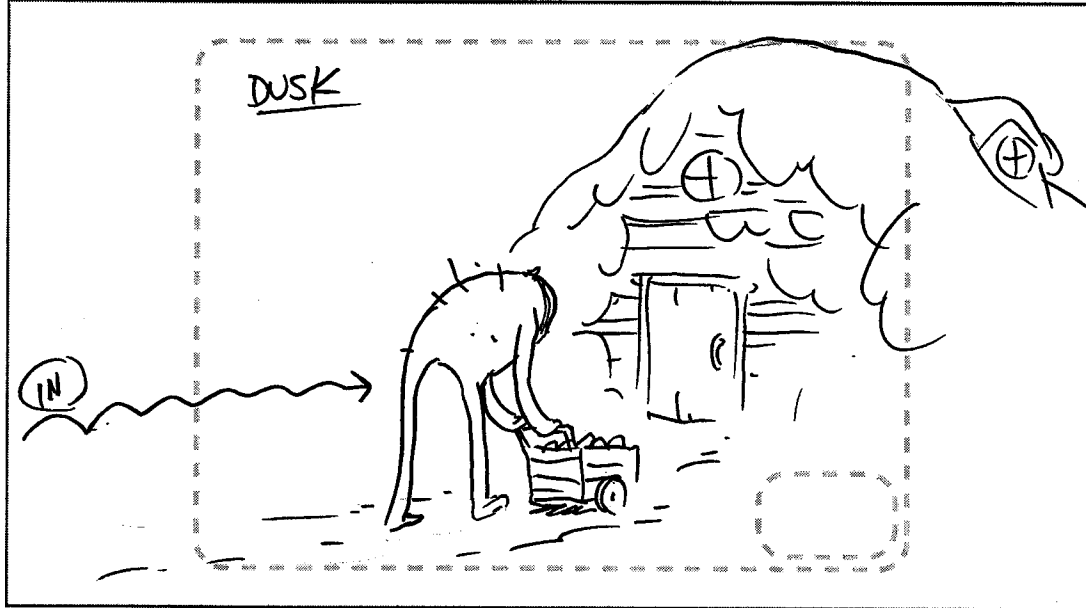
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ADVENTURE TIME

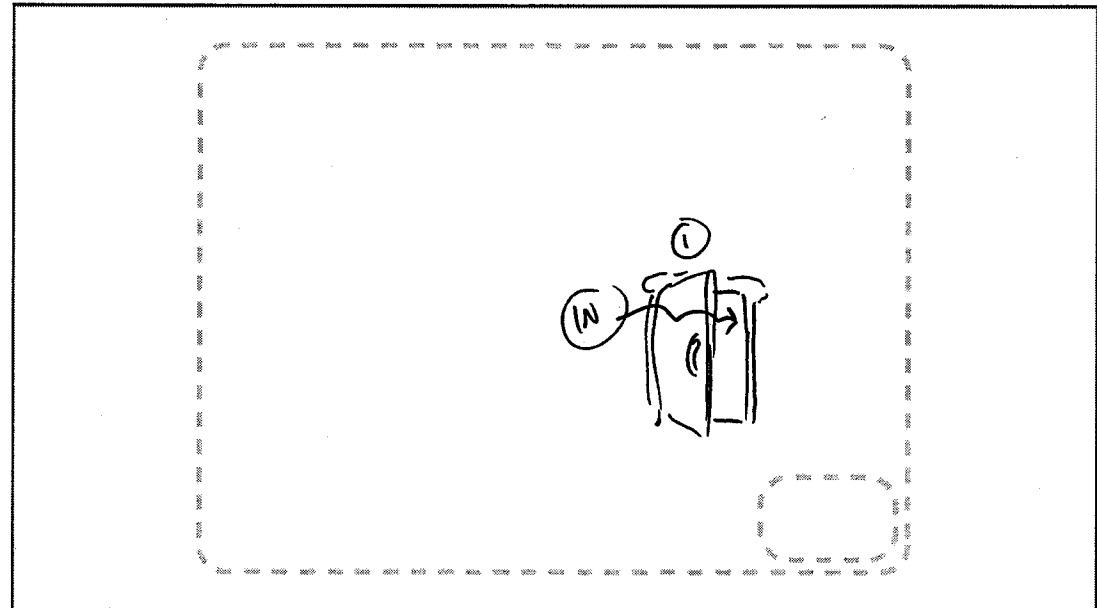


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Sc. 43 Pnl. A Bg. day night



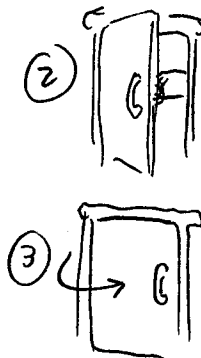
Sc. 43 Pnl. B Bg. day night



Dialog:

Action:

Timing:



EPISODE # 100863

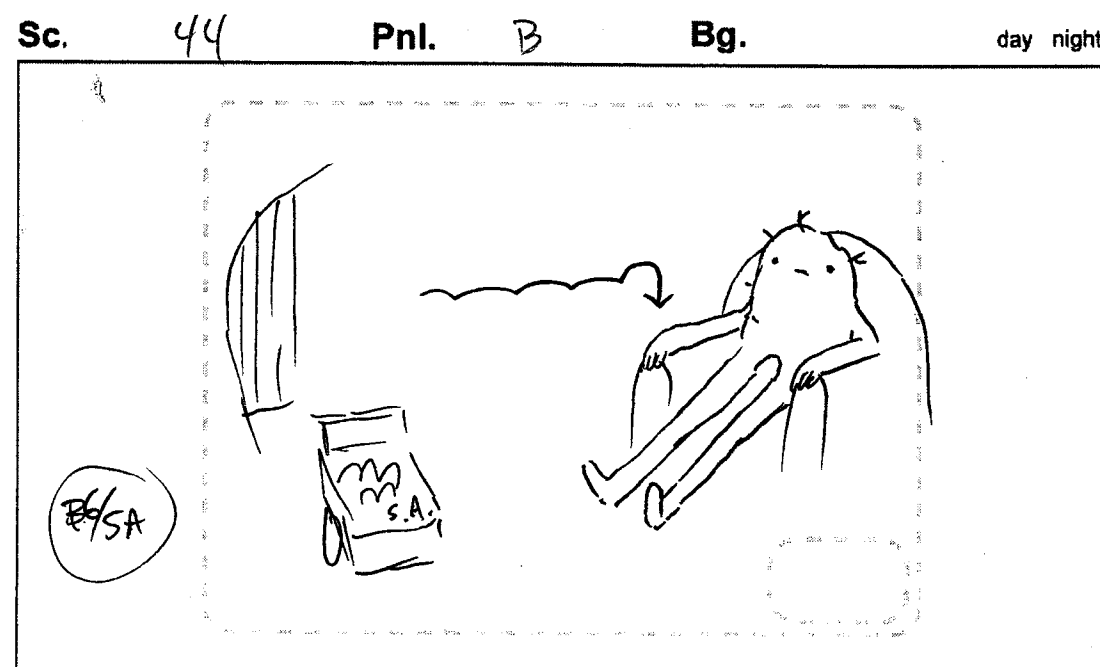
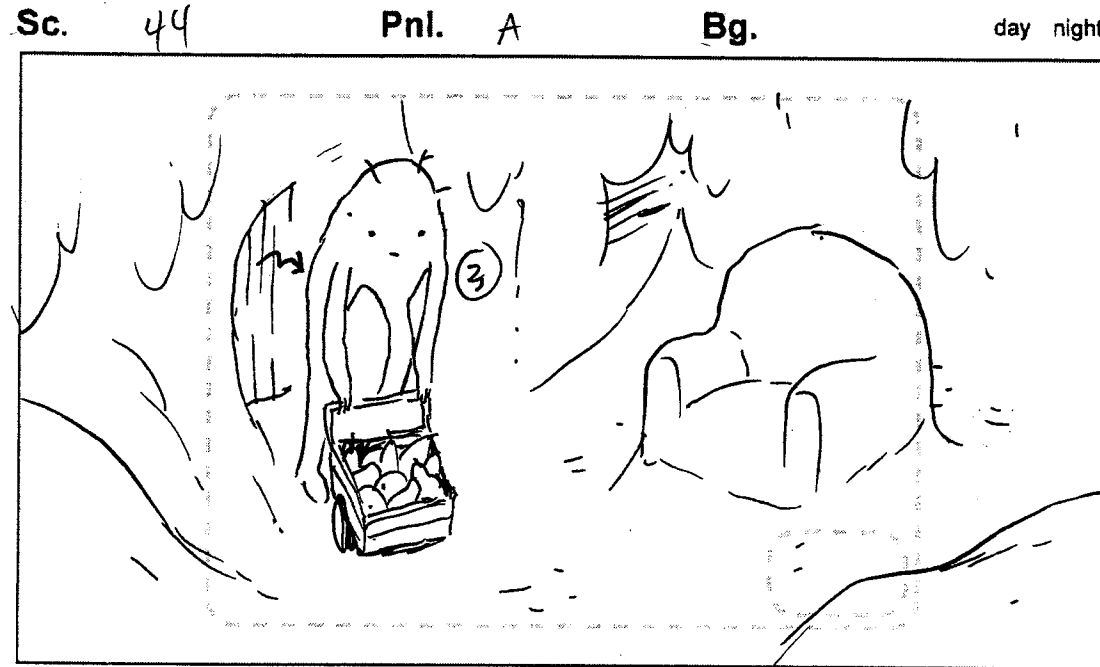
Production :

74

ADVENTURE TIME



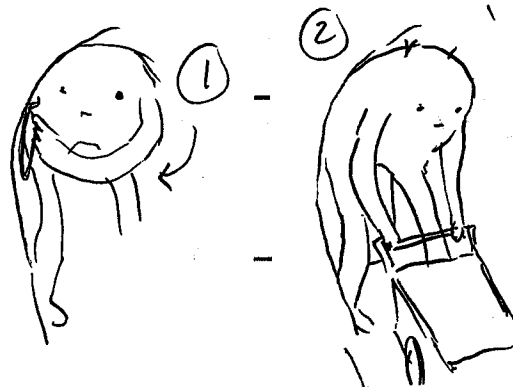
Page 81



Dialog:

Action: puts head
wreath on nail.

Timing:



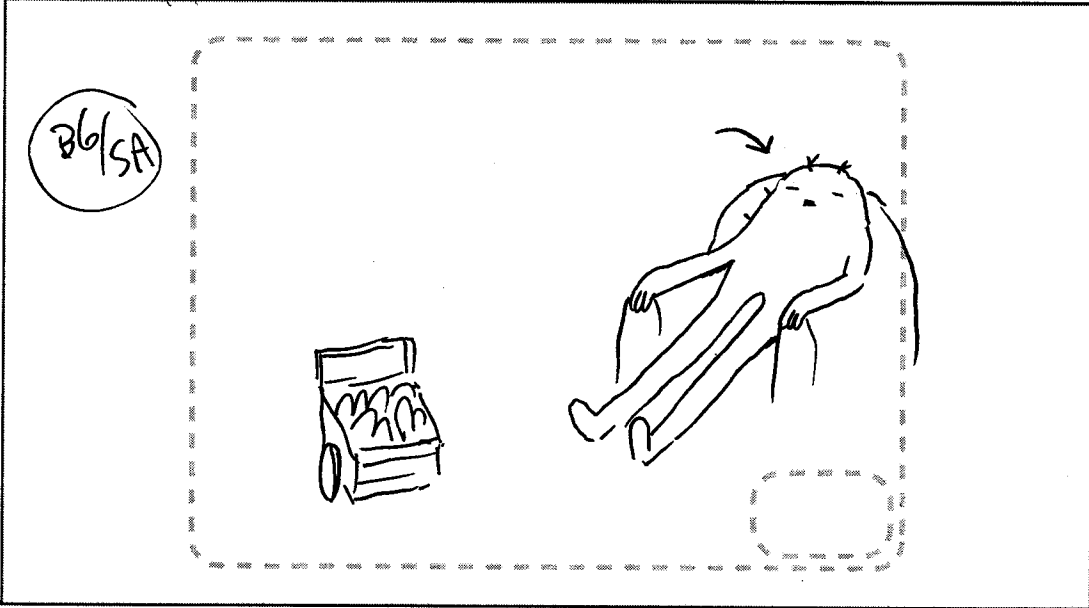
EPISODE # 100863

Production :

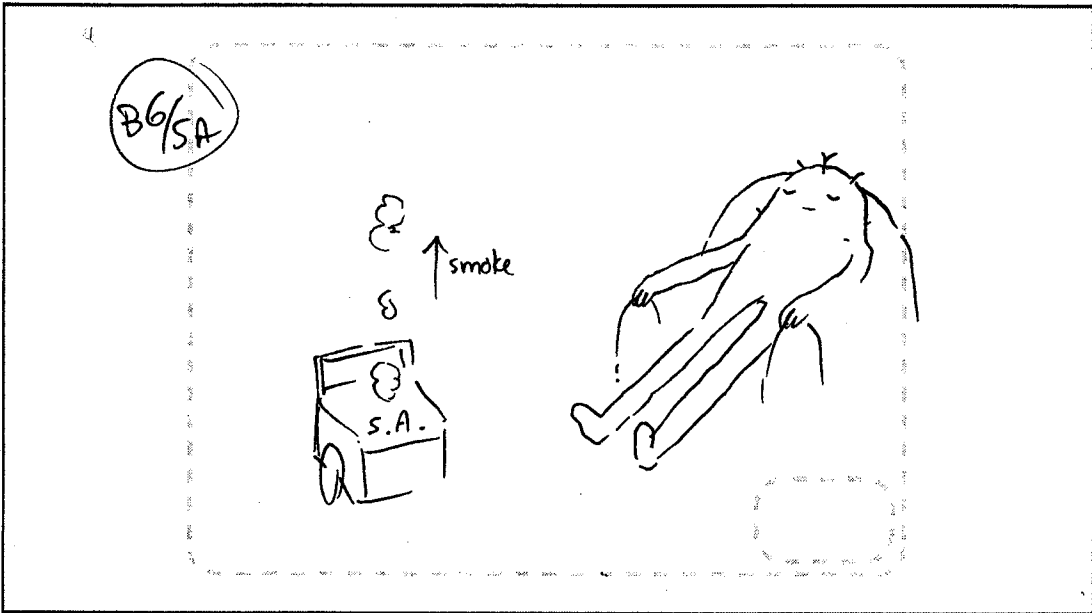
ADVENTURE TIME



Sc. 44 Pnl. C Bg. day night



Sc. 44 Pnl. D Bg. day night



Dialog:	(Golem:) a a a a h h ...
Action:	smoke starts coming from pear cart
Timing:	

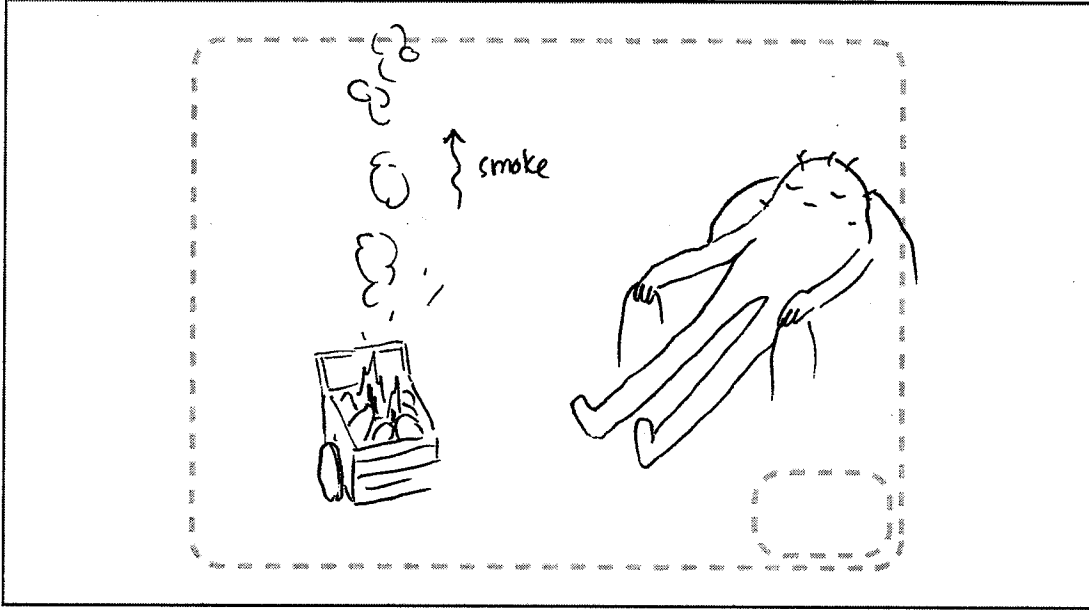
EPISODE # 100863

Production :

ADVENTURE TIME



Sc. 44 Pnl. E Bg. day night



Sc. 44 Pnl. F Bg. day night



Dialog:	
SFX: BOOM	
Action:	
- little flames appear in cart - more smoke	cart explodes, shooting flaming pears onto Golem
Timing:	

EPISODE # 100863

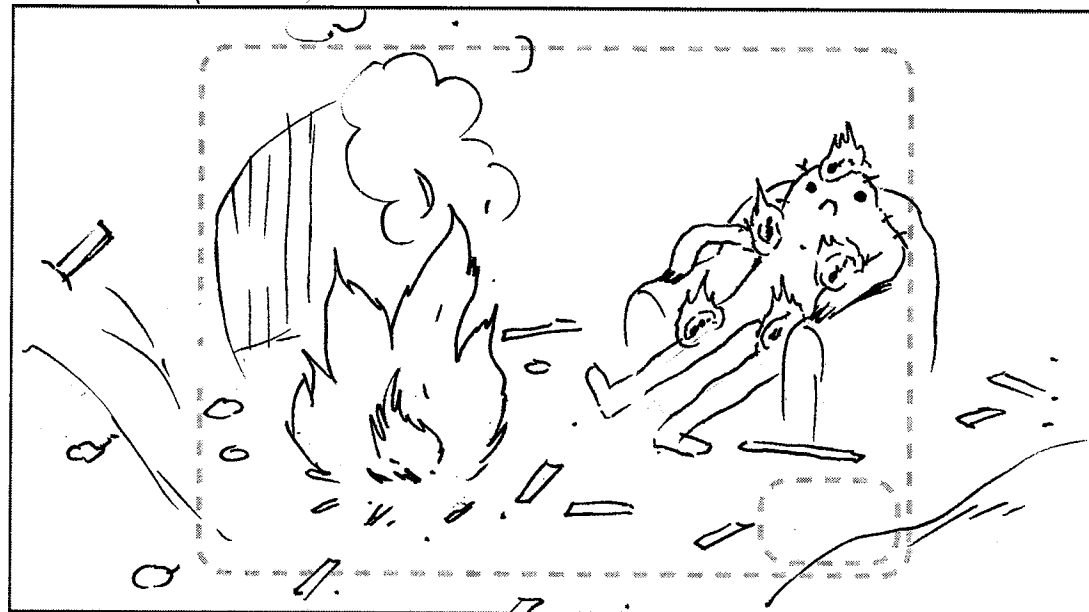
Production :

ADVENTURE TIME

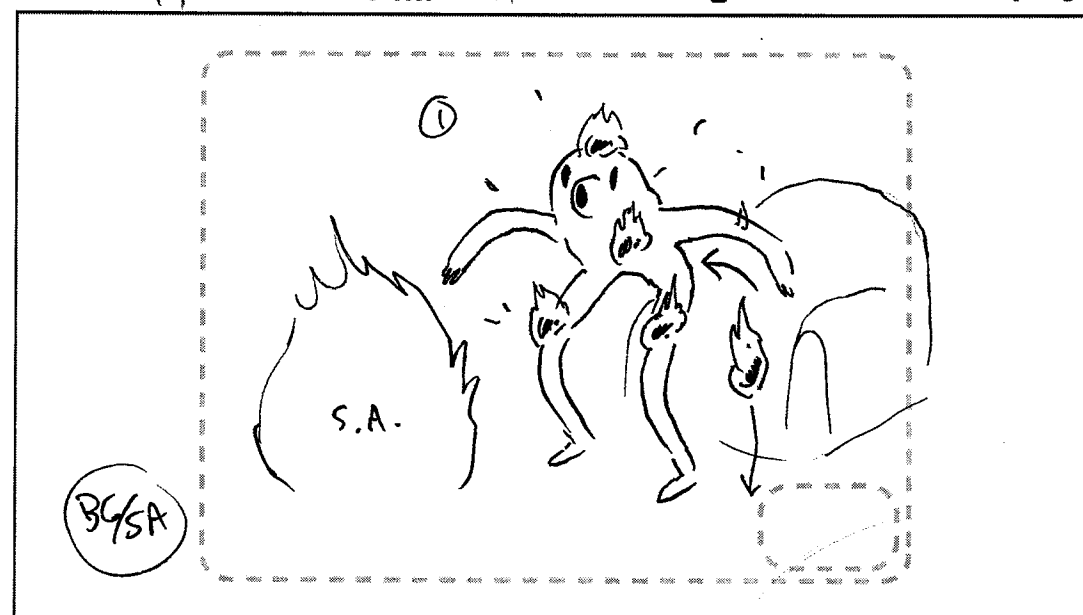


Page 84

Sc. 44 Pnl. G Bg. day night



Sc. 44 Pnl. H Bg. day night



Dialog:

Action:

Timing:

(GOLEM!) WHOOO! WHOOOOO!!



EPISODE # 100863

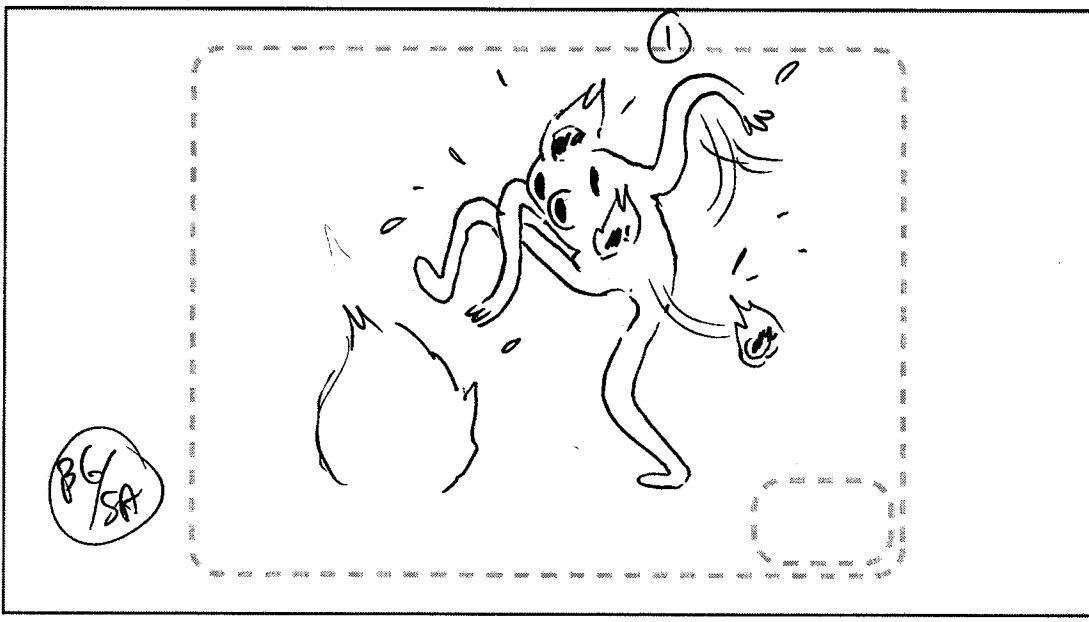
Production :

78

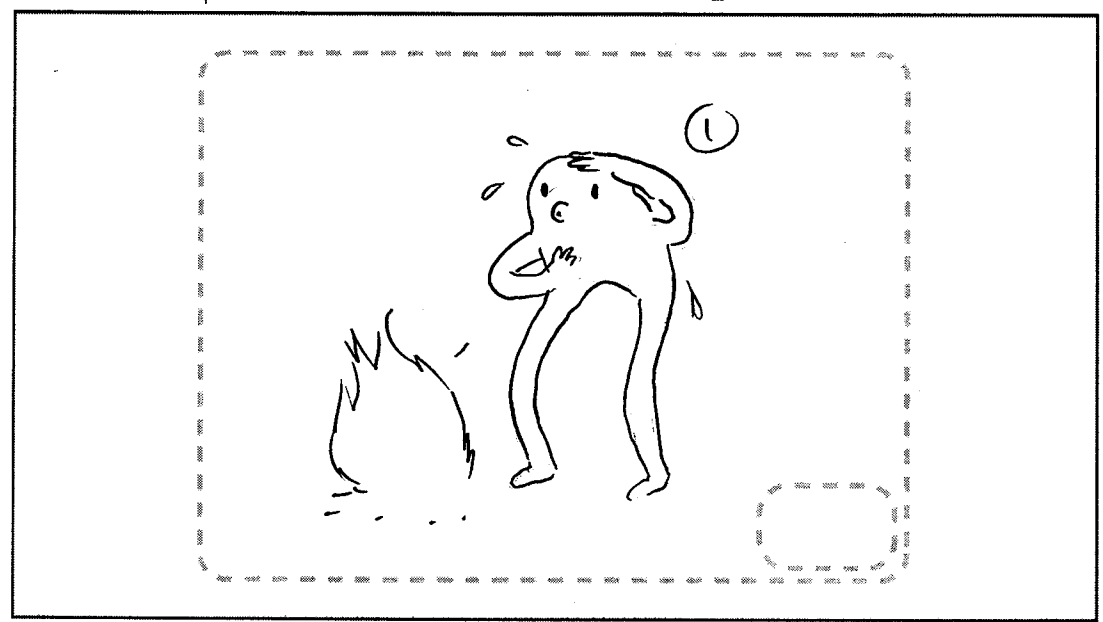
ADVENTURE TIME



Sc. 44 Pnl. I Bg. day night



Sc. 44 Pnl. J Bg. day night



Dialog:
Golem: WHOOO!!

Action:
Golem slaps
pears off himself

Timing:

Golem feels body,
checking for injuries

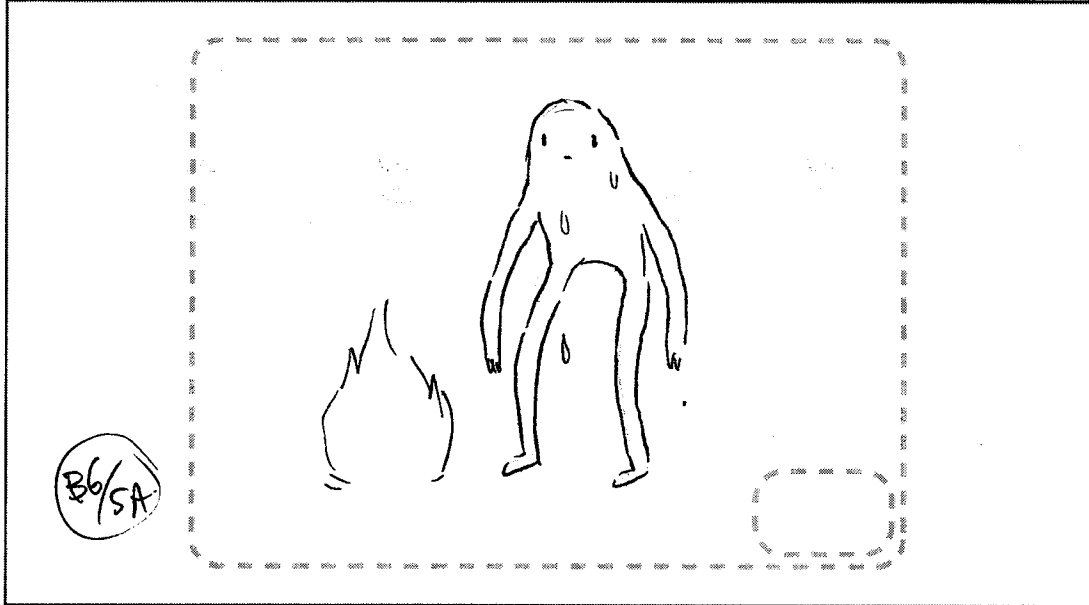
EPISODE # 100863

Production :

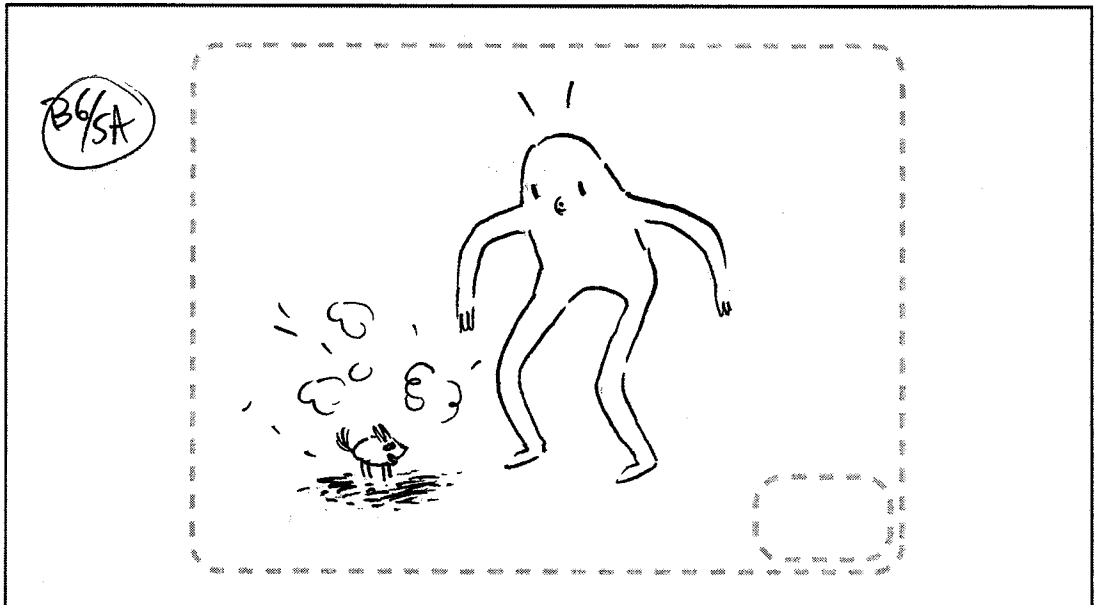
ADVENTURE TIME



Sc. 44 Pnl. K Bg. day night



Sc. 44 Pnl. L Bg. day night



Dialog:	
Action:	SFX: POOF Fire goes out, revealing Pup
Timing:	

Production :

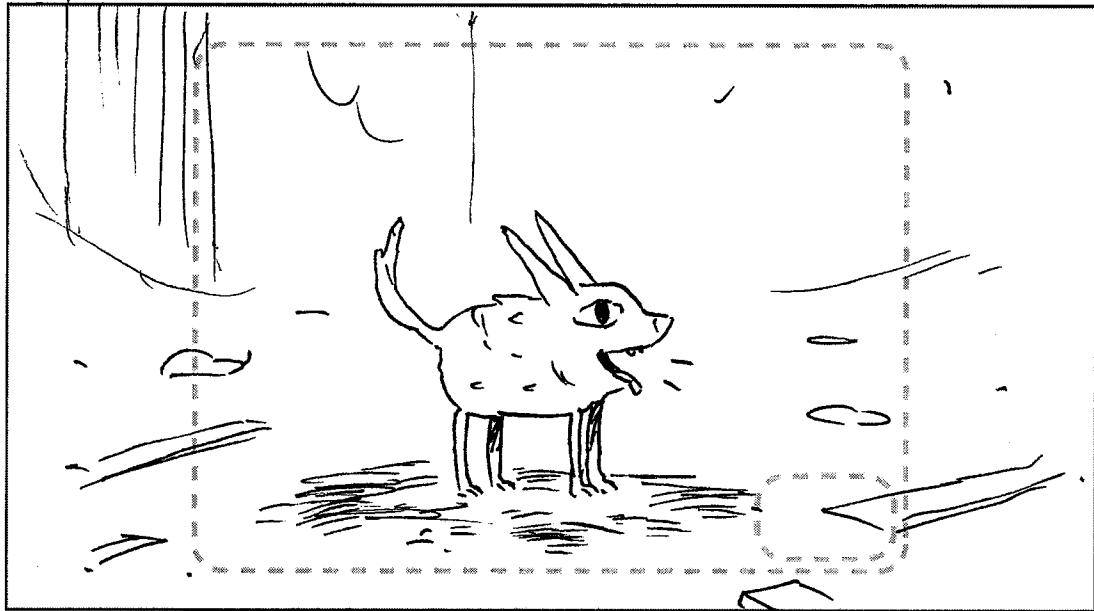
EPISODE #

100863
50

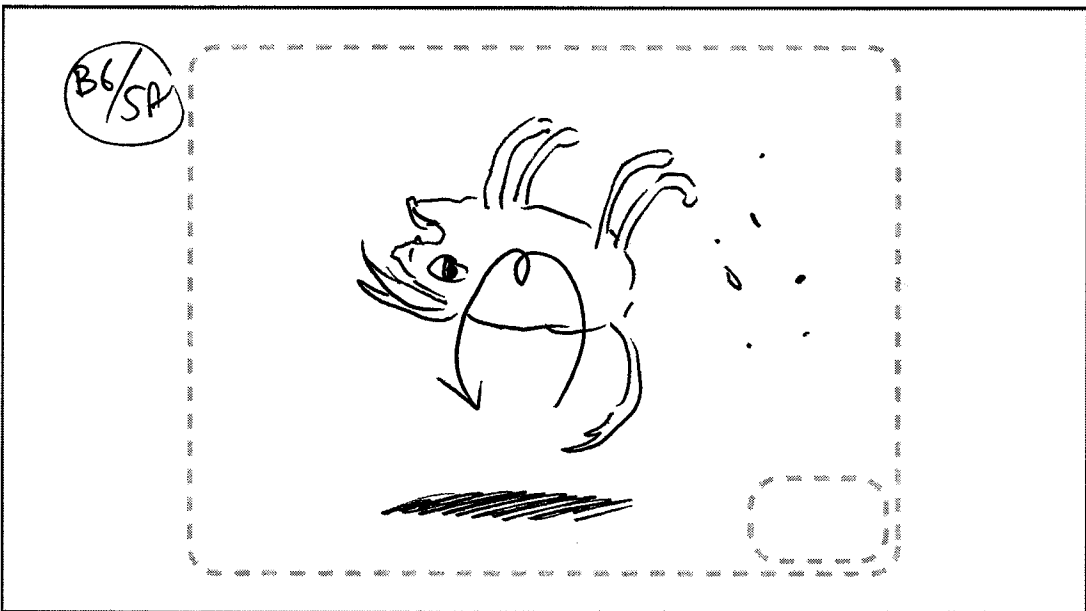
ADVENTURE TIME



Sc. 45 Pnl. A Bg. day night



Sc. 45 Pnl. B Bg. day night



Dialog:
DOG: YIP!
Action:
Timing:

EPISODE # 100863

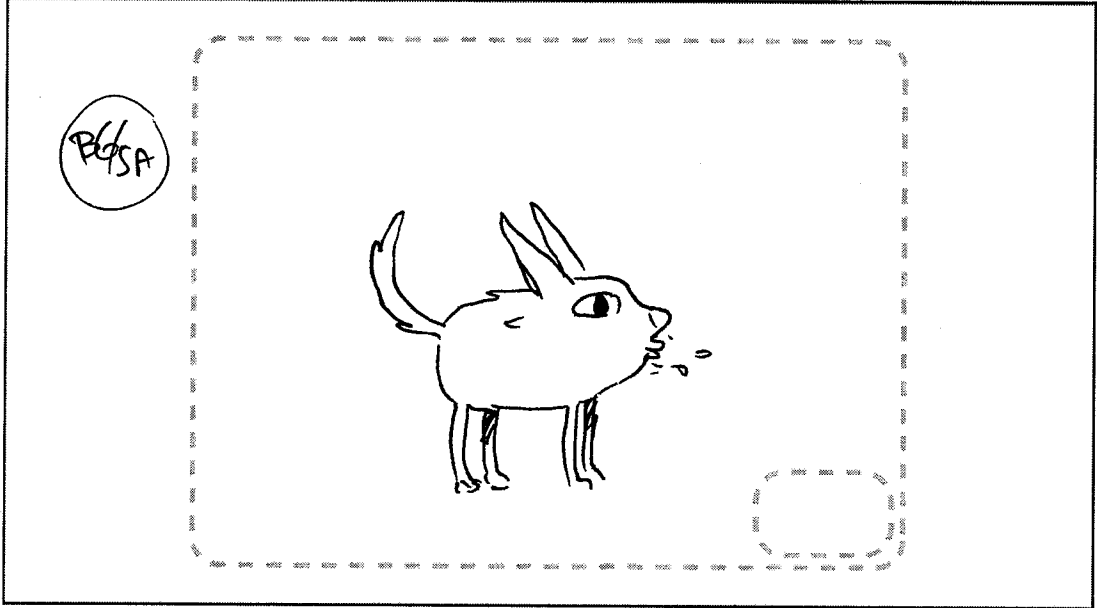
Production :

81

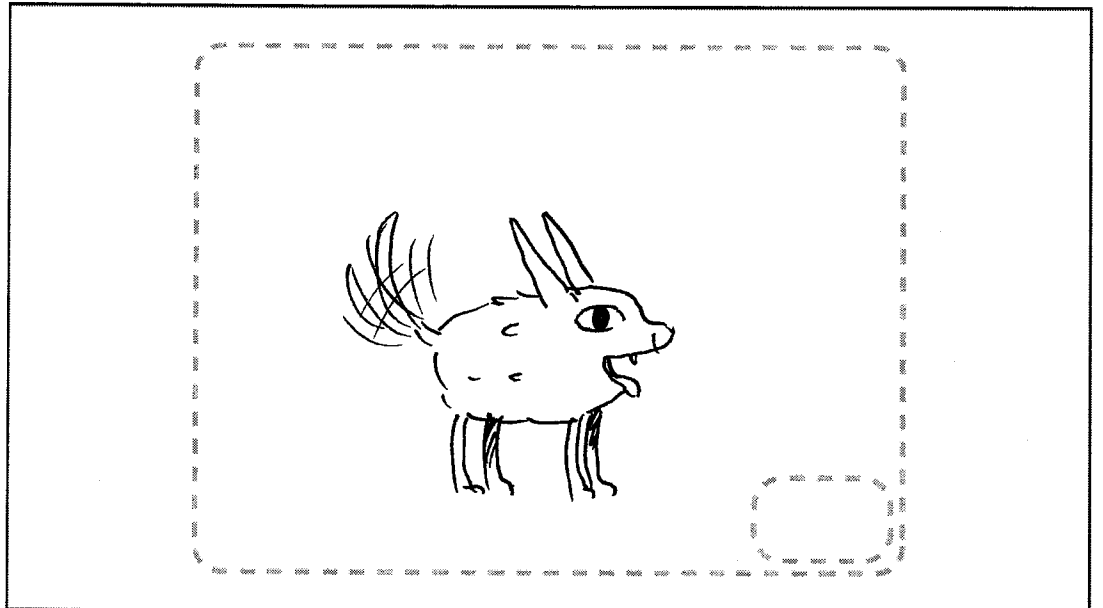
ADVENTURE TIME



Sc. 45 Pnl. C Bg. day night



Sc. 45 Pnl. D Bg. day night



Dialog:	(PUP:) *bbppbbppbb*	(PUP:) *pant pant*
Action:		
Timing:		

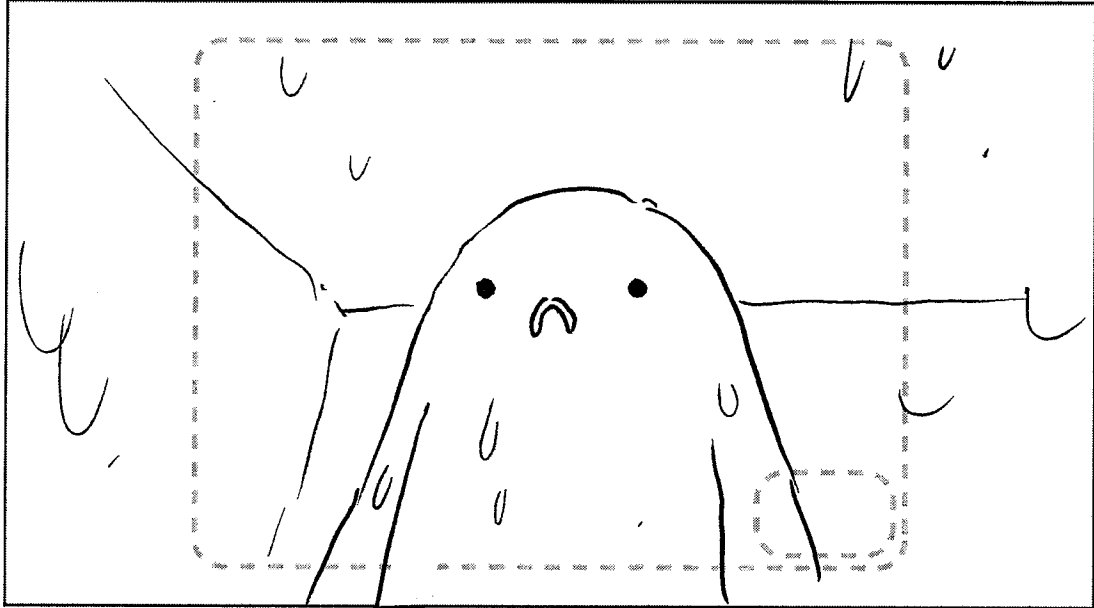
EPISODE # 100863

Production :

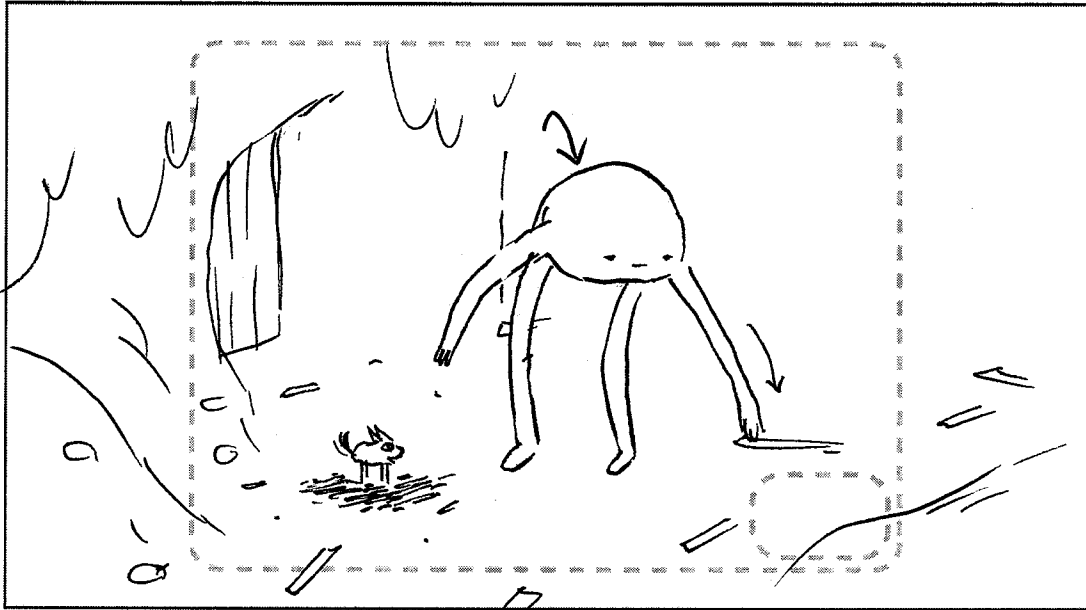
ADVENTURE TIME



Sc. 46 Pnl. A Bg. day night



Sc. 47 Pnl. A Bg. day night



Dialog:

Action:

Timing:

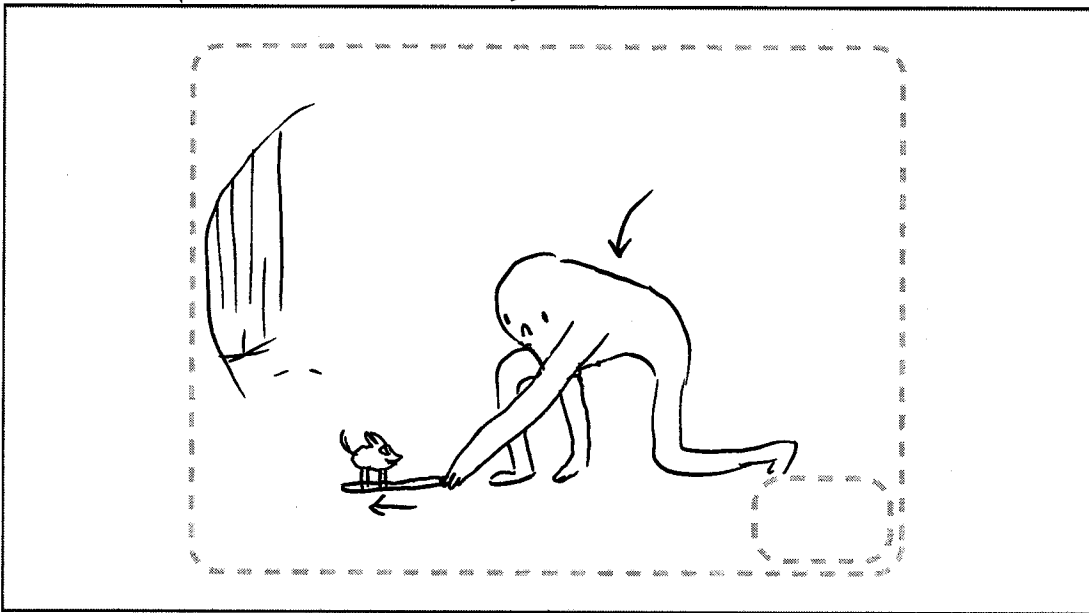
EPISODE # 100863

Production :

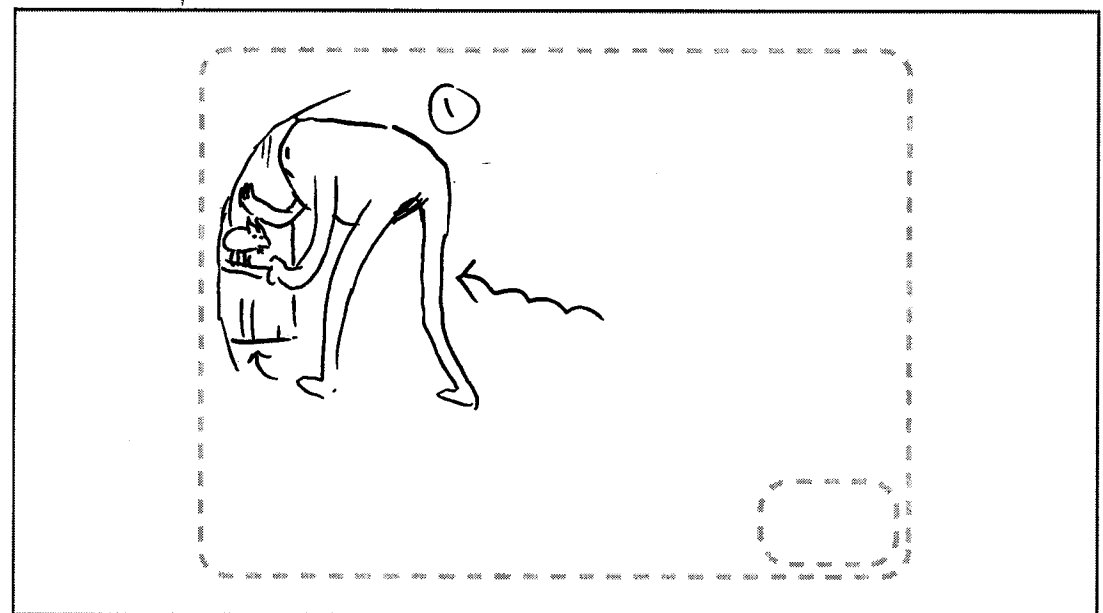
ADVENTURE TIME



Sc. 47 Pnl. B Bg. day night



Sc. 47 Pnl. C Bg. day night



Dialog:	
Action:	
Timing:	



EPISODE # 100863

Production :

84

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 48 Pnl. A Bg. day night

Dialog:

Action:

Timing:

EPISODE # 100863

Production :

85

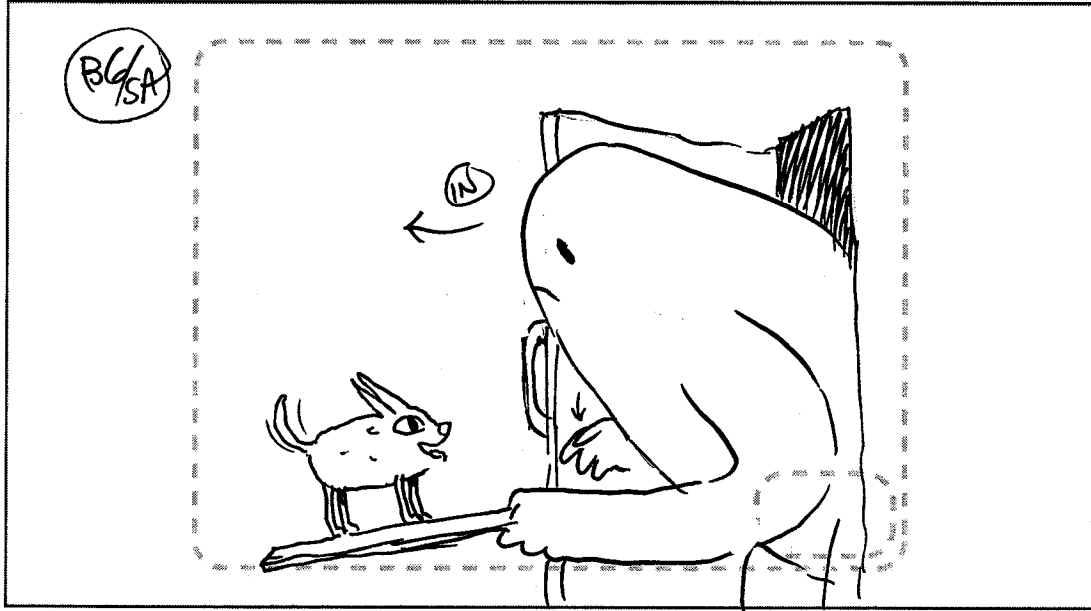
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ADVENTURE TIME

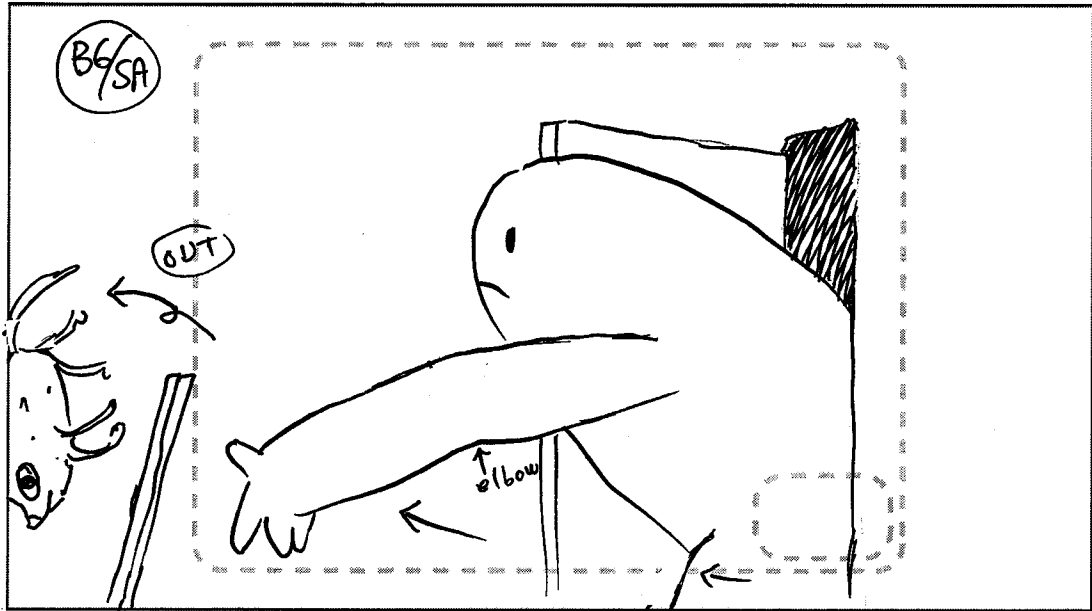


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Sc. 48 Pnl. B Bg. day night



Sc. 48 Pnl. C Bg. day night



Dialog:
Action:
Timing:

arm bends
slightly
backward

EPISODE #
100863
56

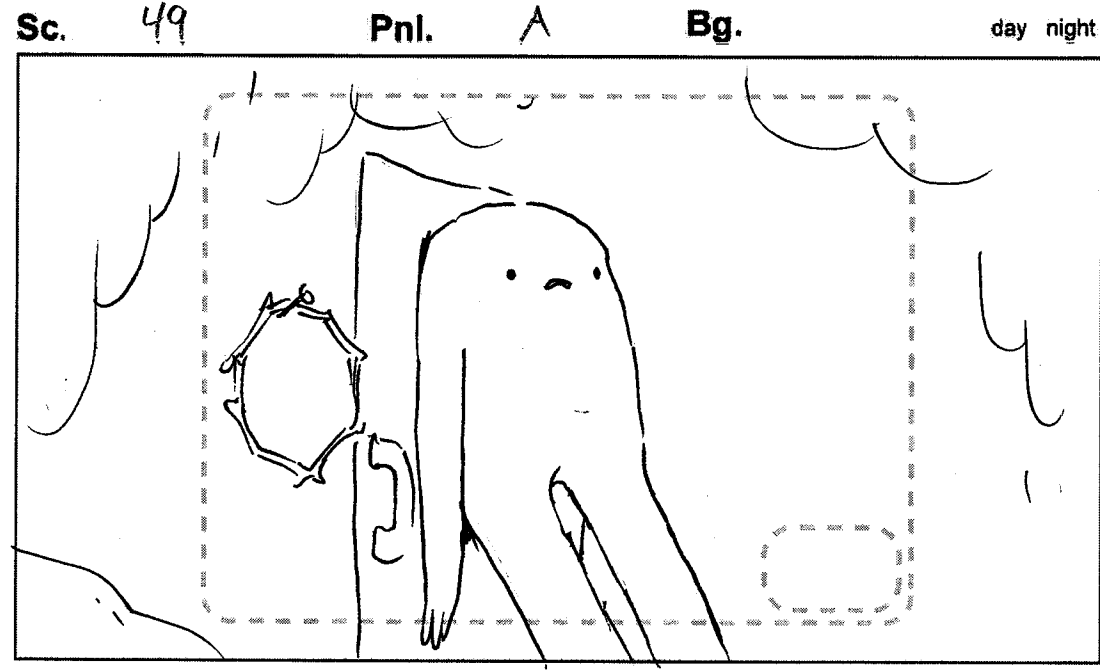
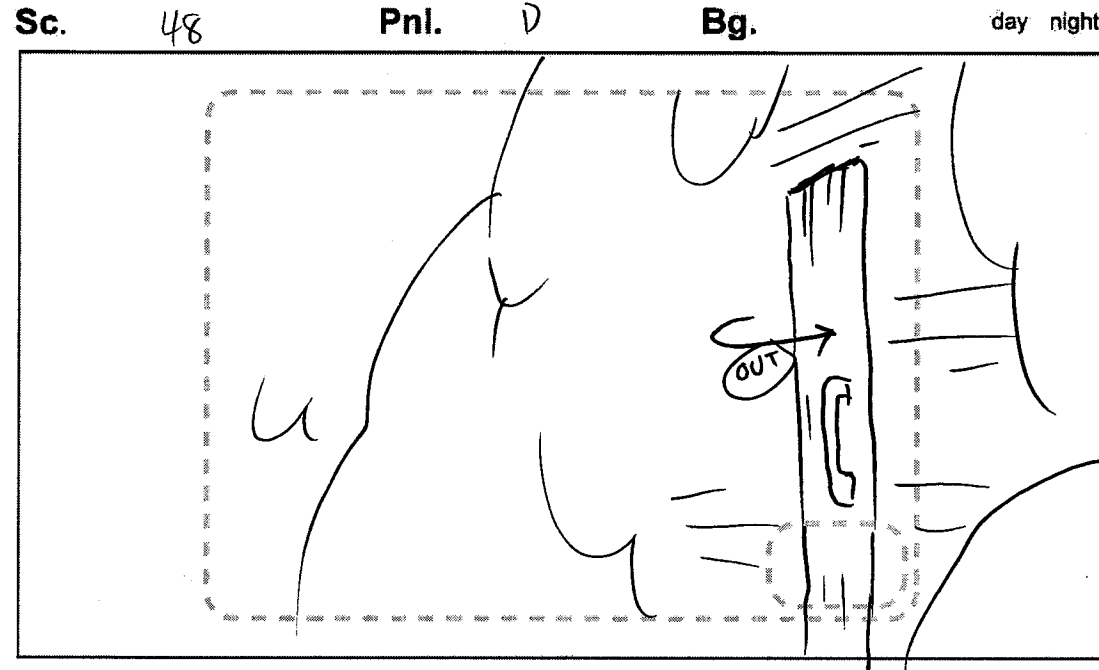
Production :

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ADVENTURE TIME



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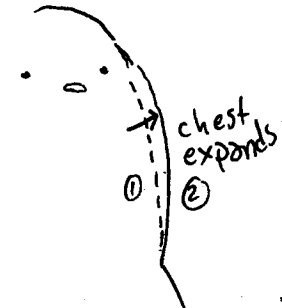


Dialog:

(GOLEM:) * in hole *

Action:

Timing:



EPISODE # 100863

Production :

ADVENTURE TIME



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Sc. 49 Pnl. B Bg. day night

Sc. 49 Pnl. C Bg. day night

Dialog:

SOLEM: * SIGH *

PUP: (O.S.): * whimper whimper *

Action:

Timing:

100863

EPISODE #

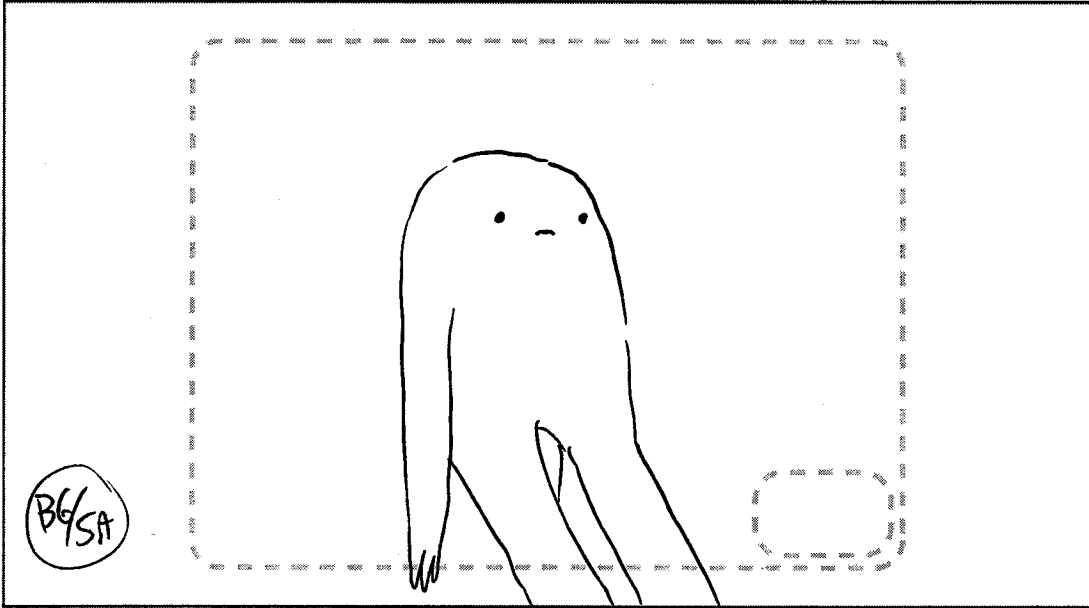
88

Production :

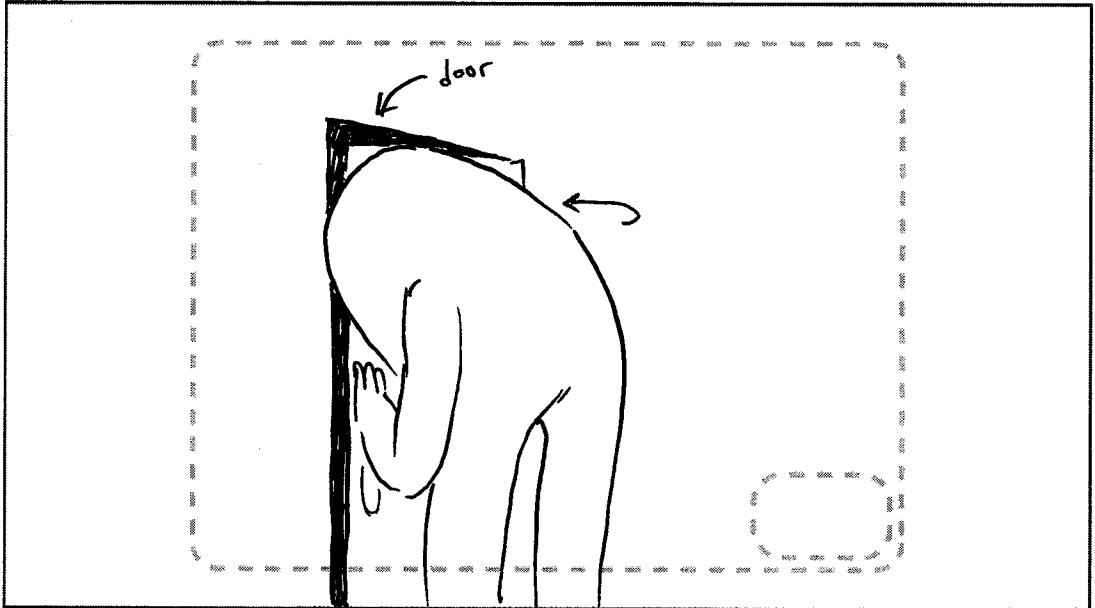
ADVENTURE TIME



Sc. 49 Pnl. D Bg. day night



Sc. ~~48~~ 49 Pnl. E Bg. day night



Dialog:	(PUP) (O.S.): *whimper*
Action:	Golem peeks outside
Timing:	

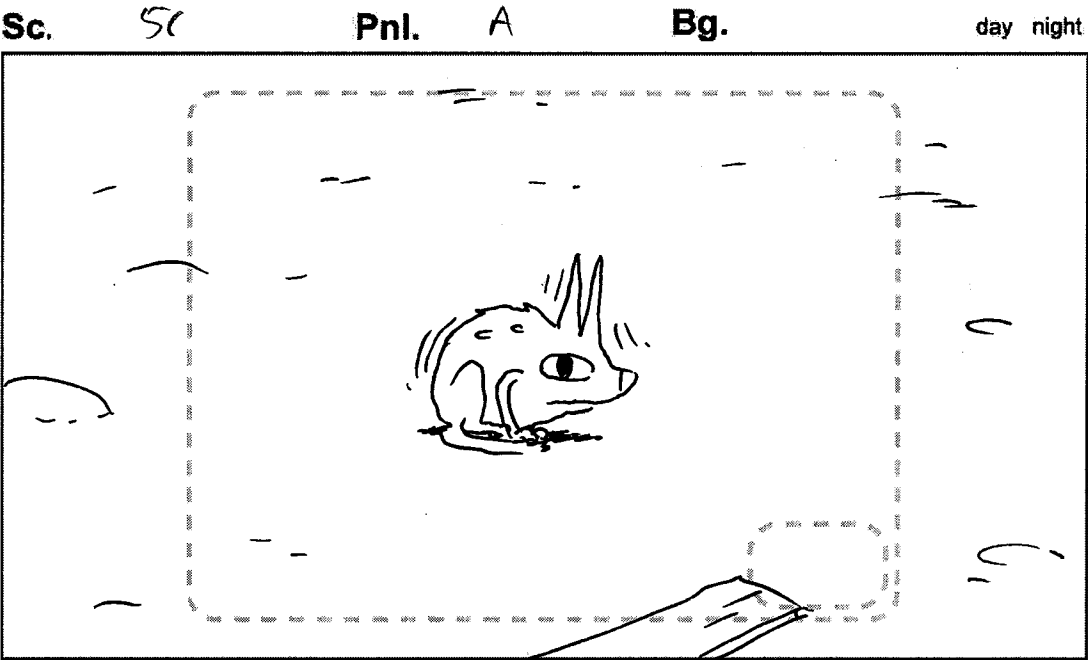
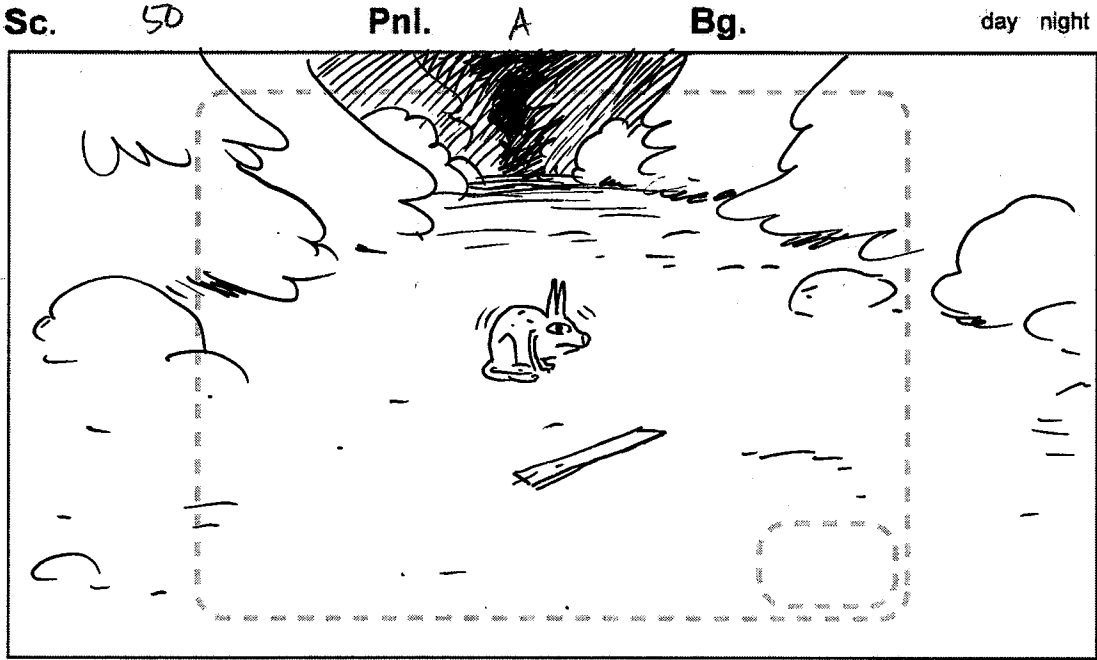
100363

EPISODE #

Production :

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ADVENTURE TIME



Dialog:	(PUP:) *whimper*	
Action:	Pup shivers in the cold	Shivering
Timing:		

EPISODE # 100863

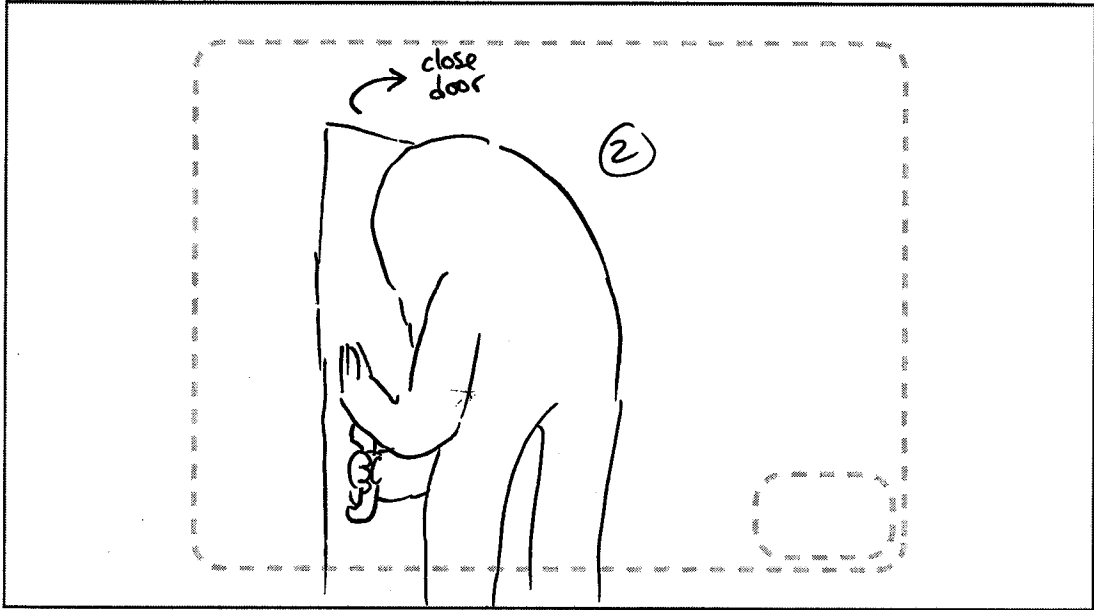
90

Production :

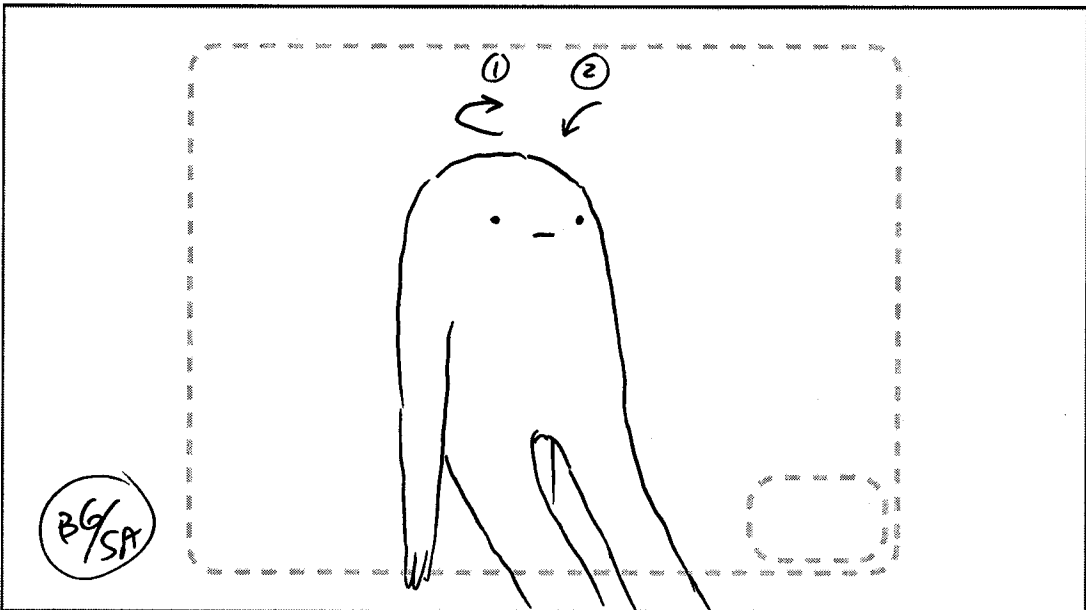
ADVENTURE TIME

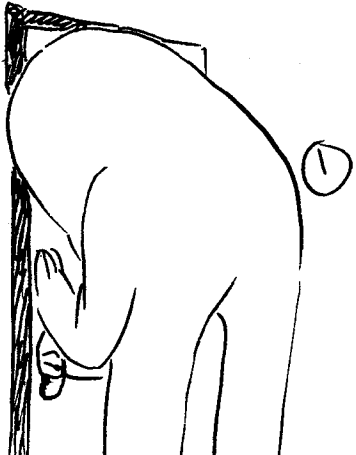


Sc. 52 Pnl. A Bg. day night



Sc. 52 Pnl. B Bg. day night



Dialog:		
Action:		
Timing:		

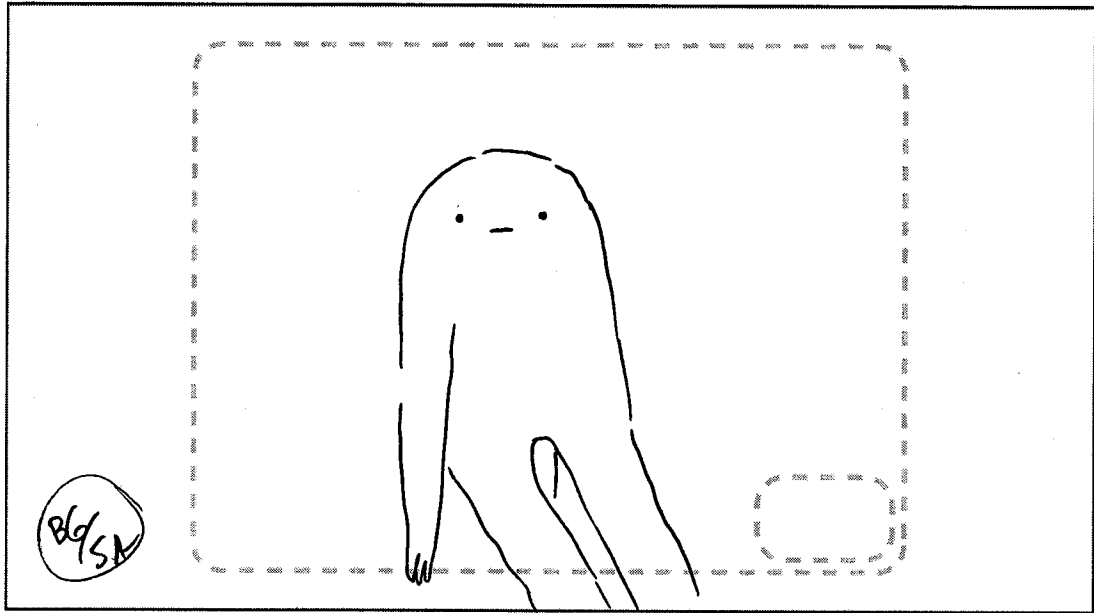
EPISODE # 100863

Production :

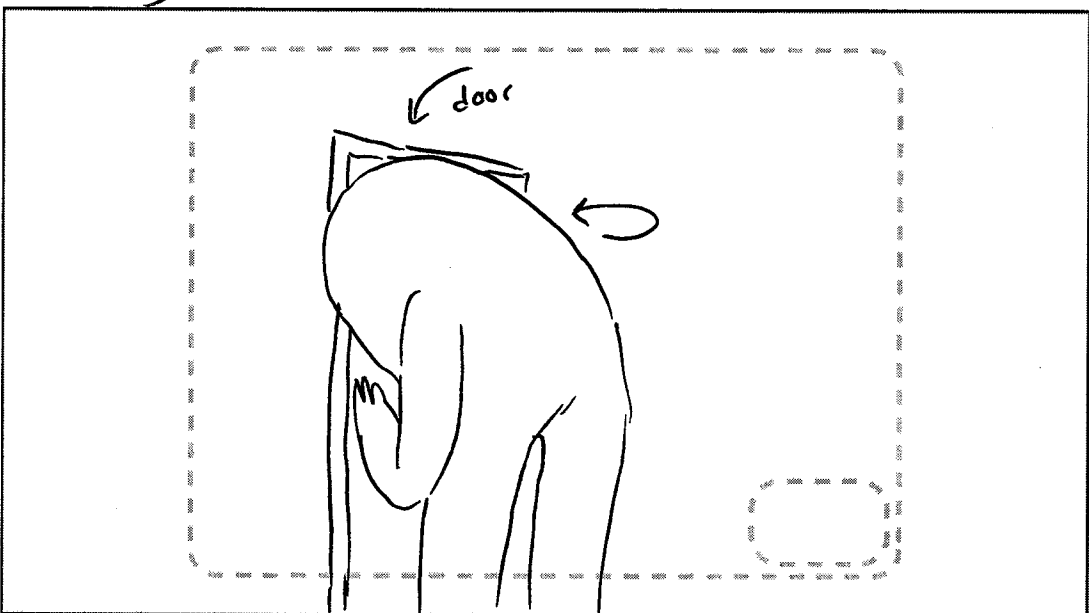
ADVENTURE TIME



Sc. 52 Pnl. C Bg. day night



Sc. 52 Pnl. D Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100863

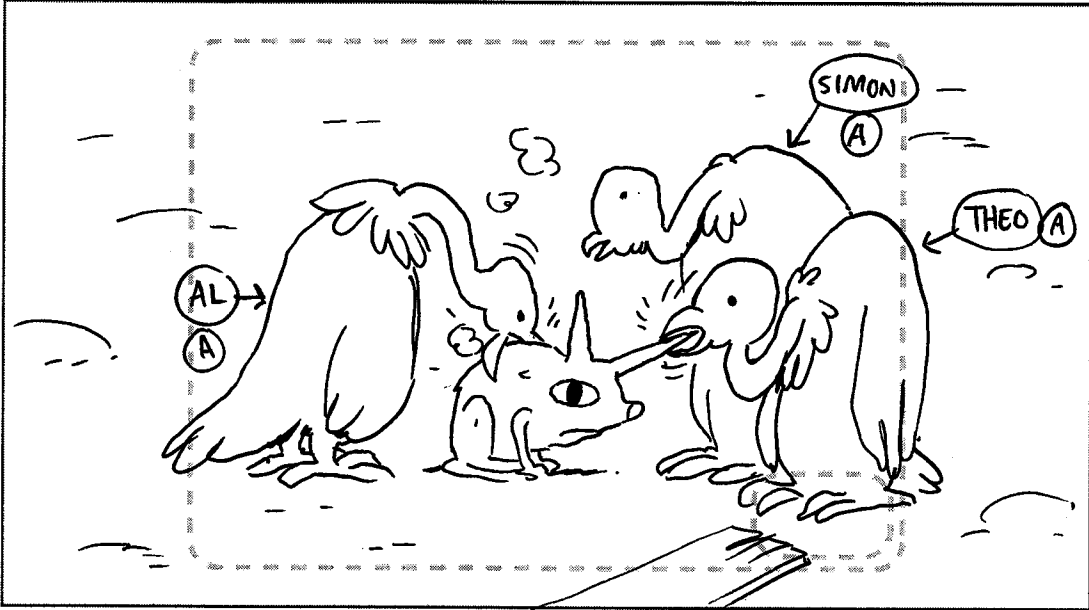
Production :

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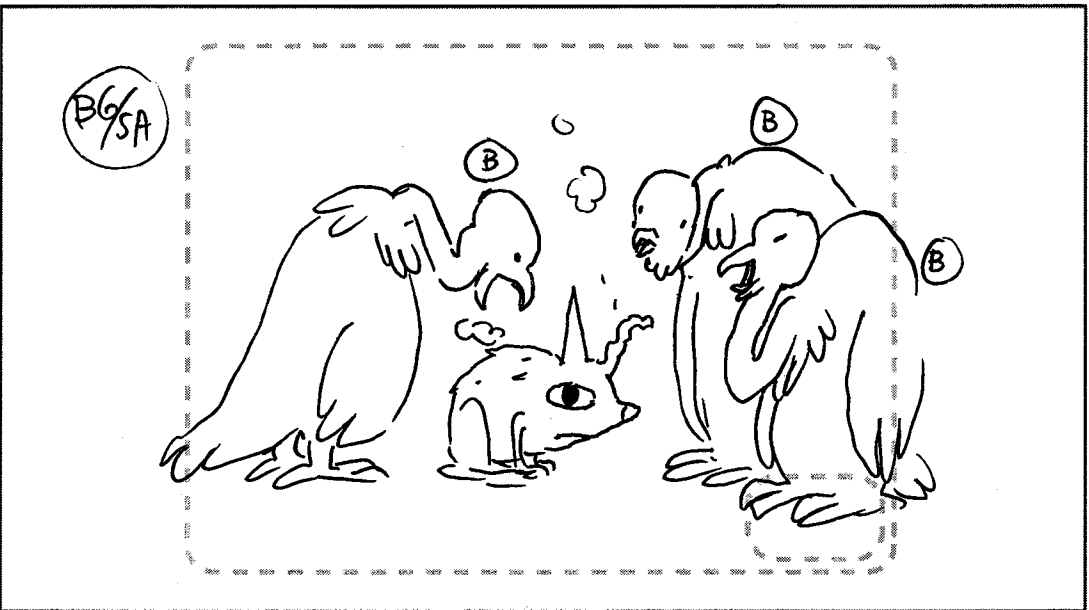
ADVENTURE TIME



Sc. 53 Pnl. A Bg. day night



Sc. 53 Pnl. B Bg. day night



Dialog:

SFX: tss tsss tssss

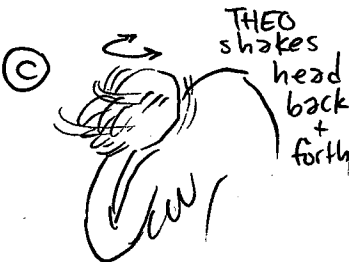
tss tsss

Action:

AL: A B A
SIMON: A B
THEO: A B C A B

sparks and steam puffs happen
when vultures bite pup.
Pup is so hot it hurts their beaks.

Timing:



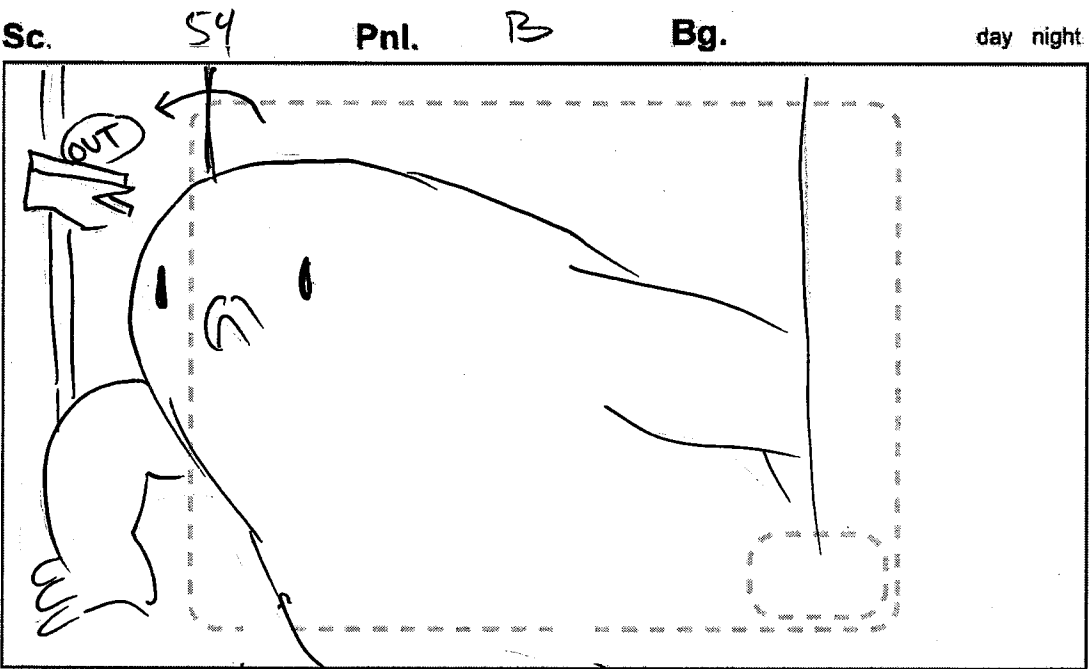
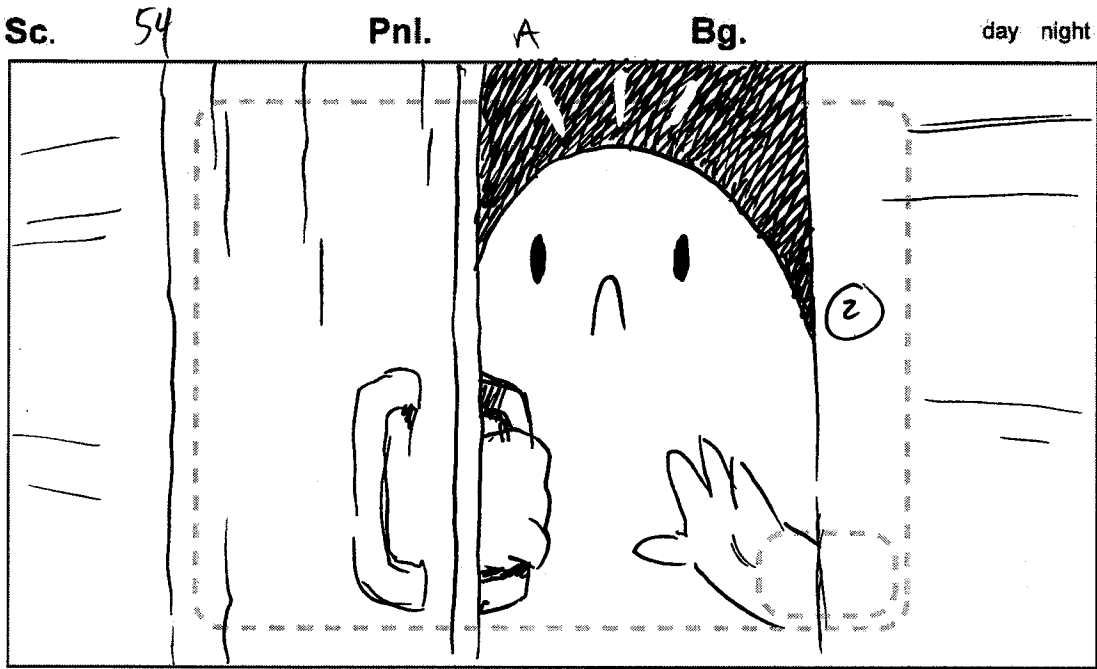
Production :

EPISODE #

100863

93

ADVENTURE TIME



Dialog:		
Action:		
Timing:		

EPISODE #

100863

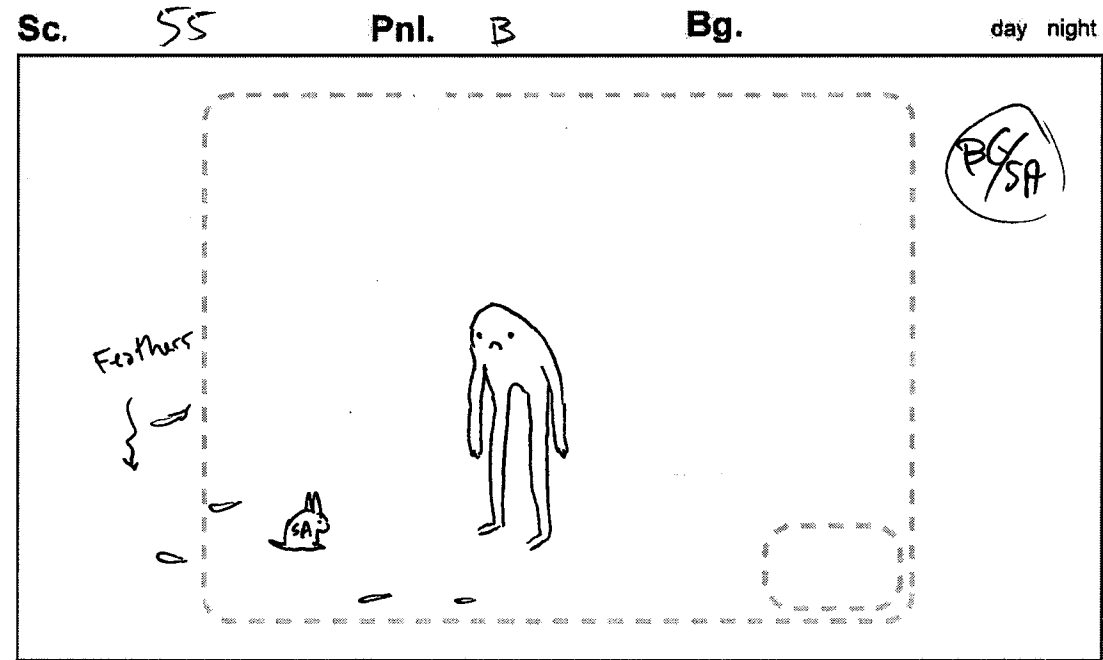
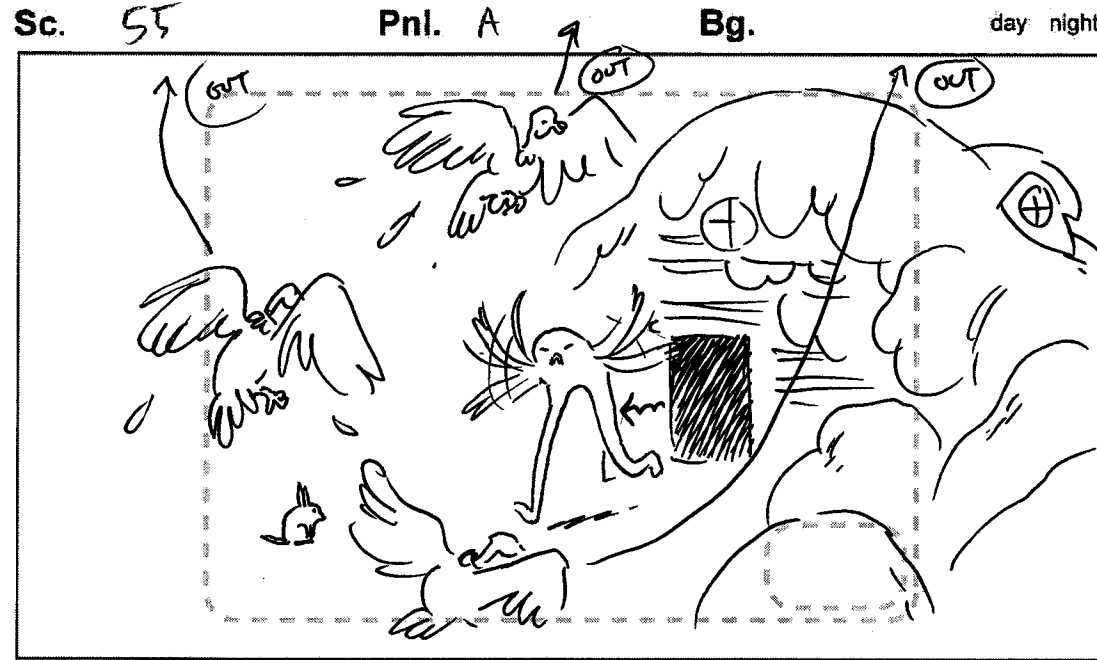
99

Production :

ADVENTURE TIME



Page 101



Dialog:

Action:

feathers fall to ground

Timing:



Production :

EPISODE #

100863

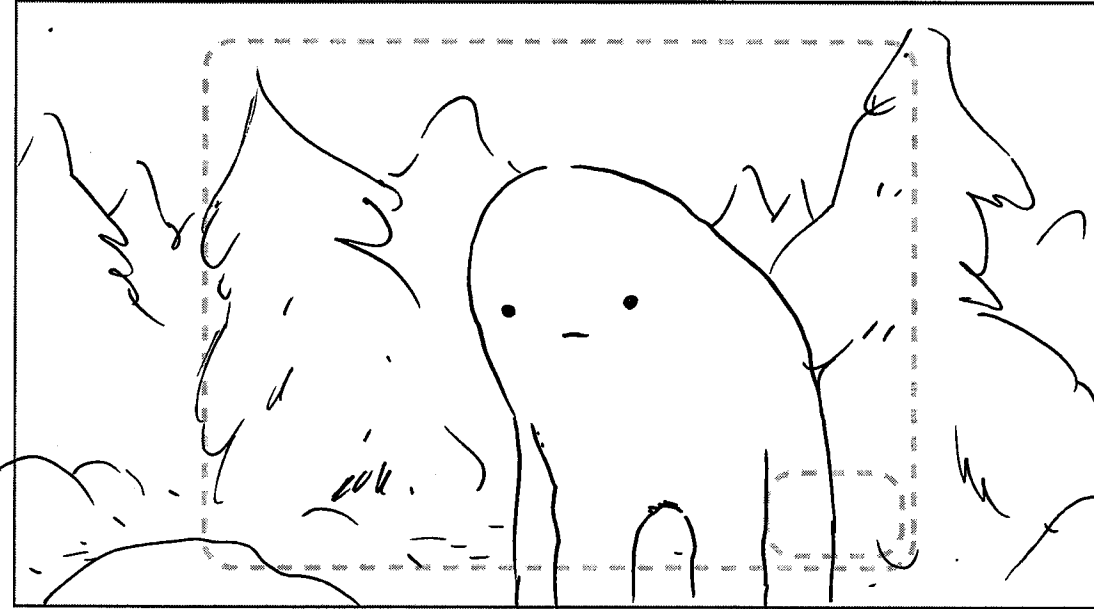
95

ADVENTURE TIME

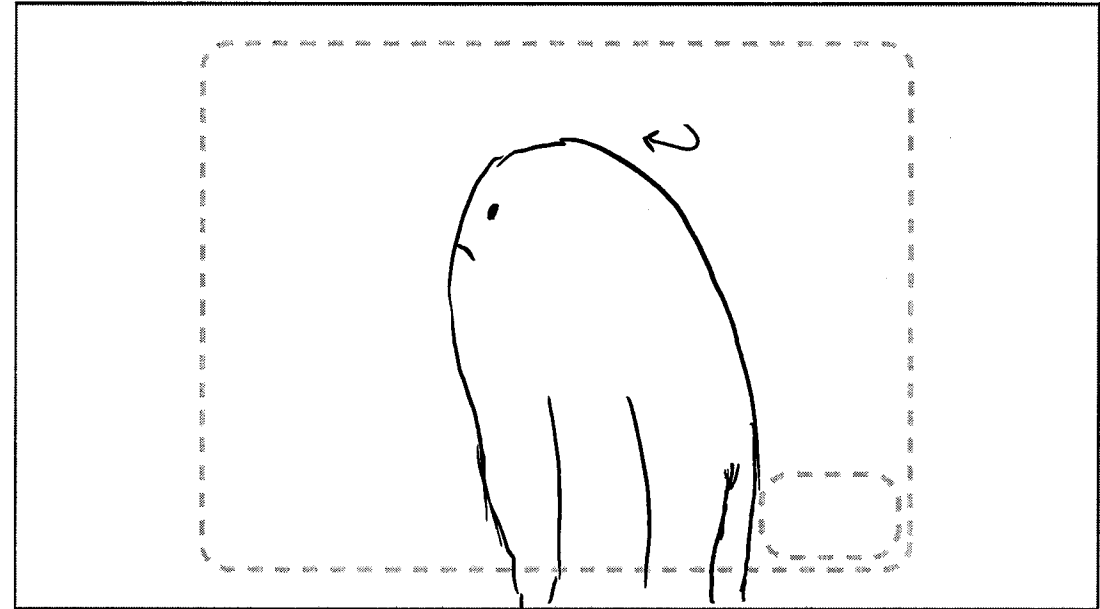


Page 162

Sc. 56 Pnl. A Bg. day night



Sc. 56 Pnl. B Bg. day night



Dialog:

Action:

Golem looks at horizon

Timing:

EPISODE #
100863

Production :

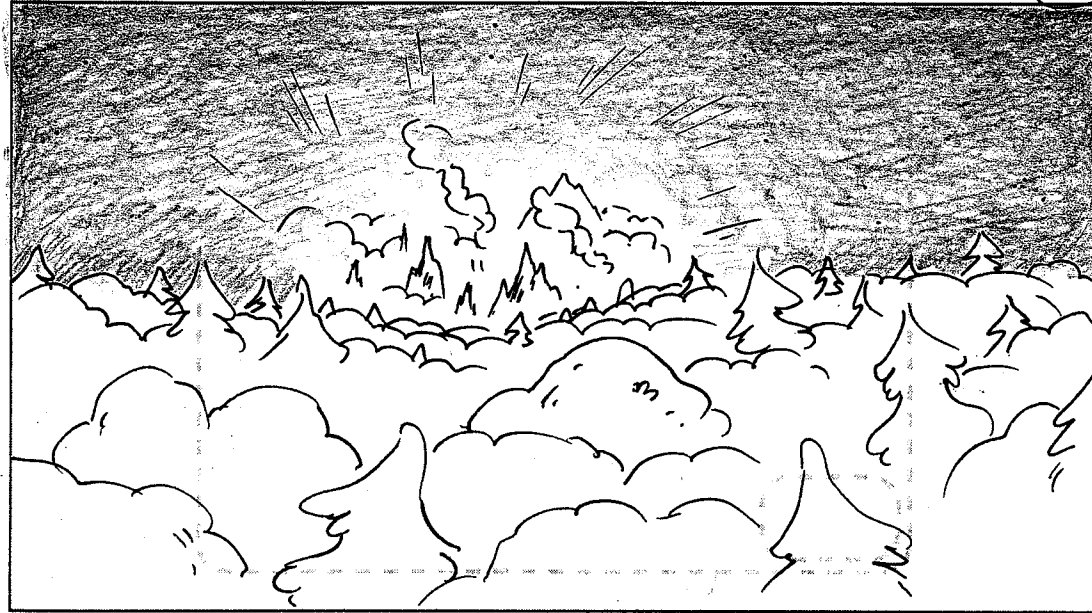
96

ADVENTURE TIME

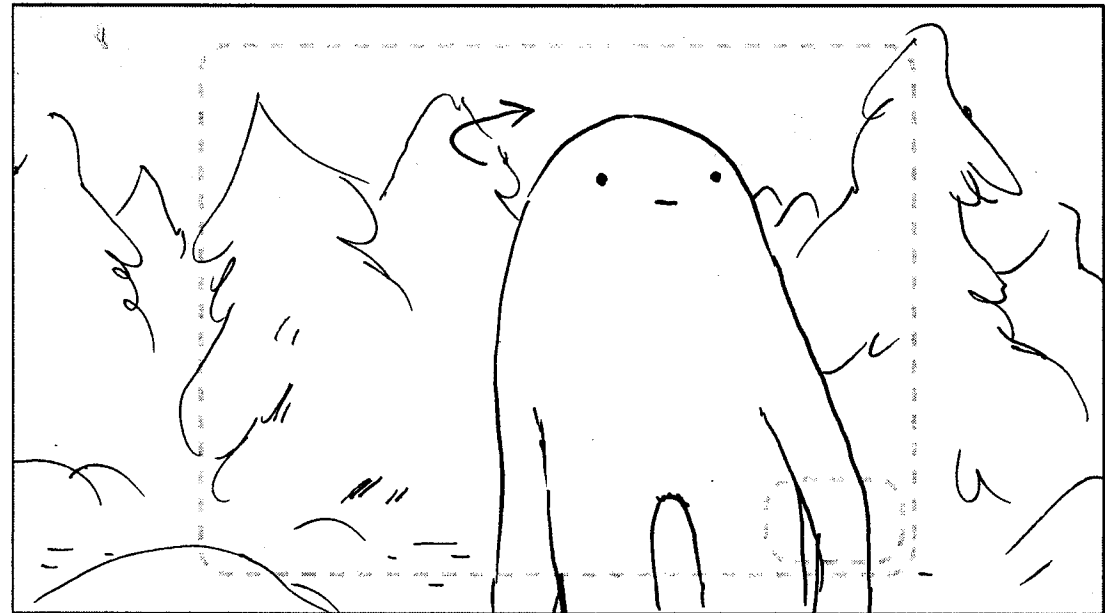


Page 103

Sc. 57 Pnl. A Bg. day night



Sc. 58 Pnl. A Bg. day night



Dialog:

Action: Fire kingdom glows in distance -

Timing:

EPISODE #

100863

Production :

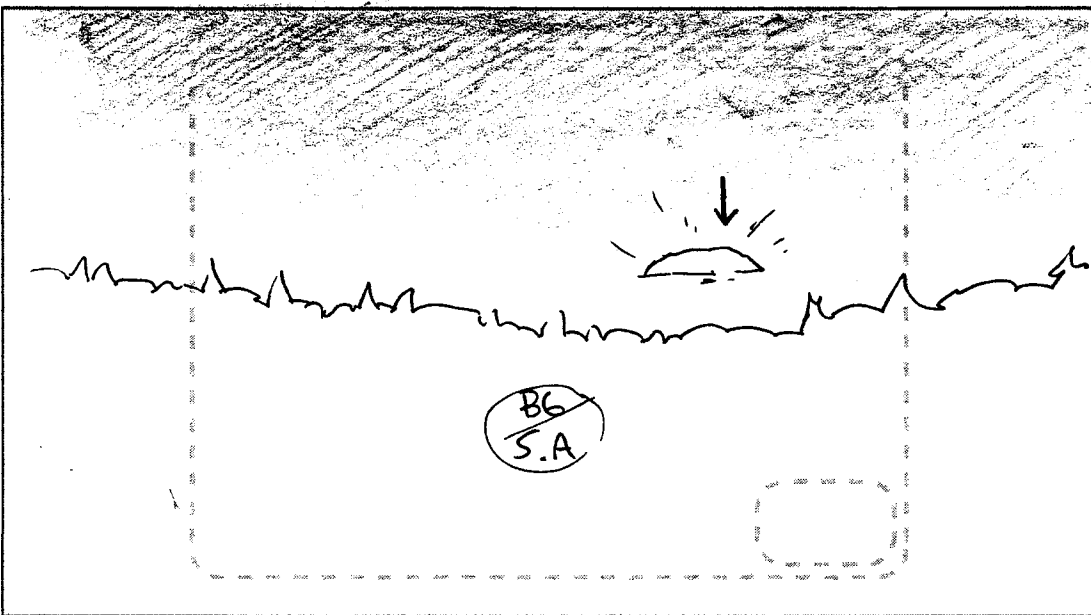
ADVENTURE TIME



Sc. 59 Pnl. A Bg. day night



Sc. 59 Pnl. B Bg. day night



Dialog:	
Action:	sun sets —————→
Timing:	

EPISODE # 100863

98

Production :

ADVENTURE TIME



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Sc. Pnl. Bg. day night

Sc. 60 Pnl. A Bg. day night

Dialog:

Action:

Timing:

EPISODE # 100863

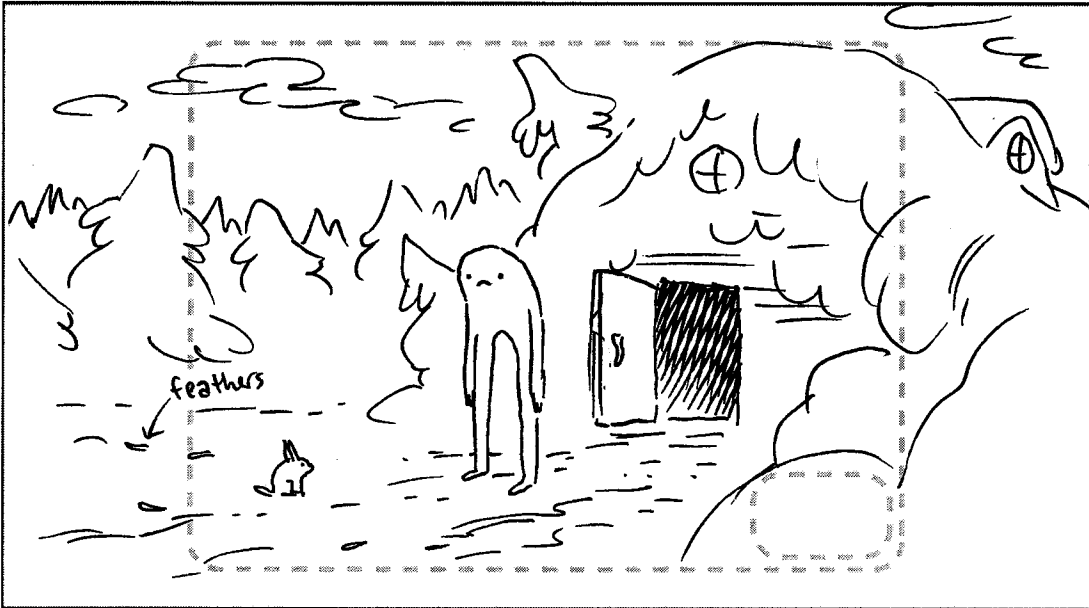
99

Production :

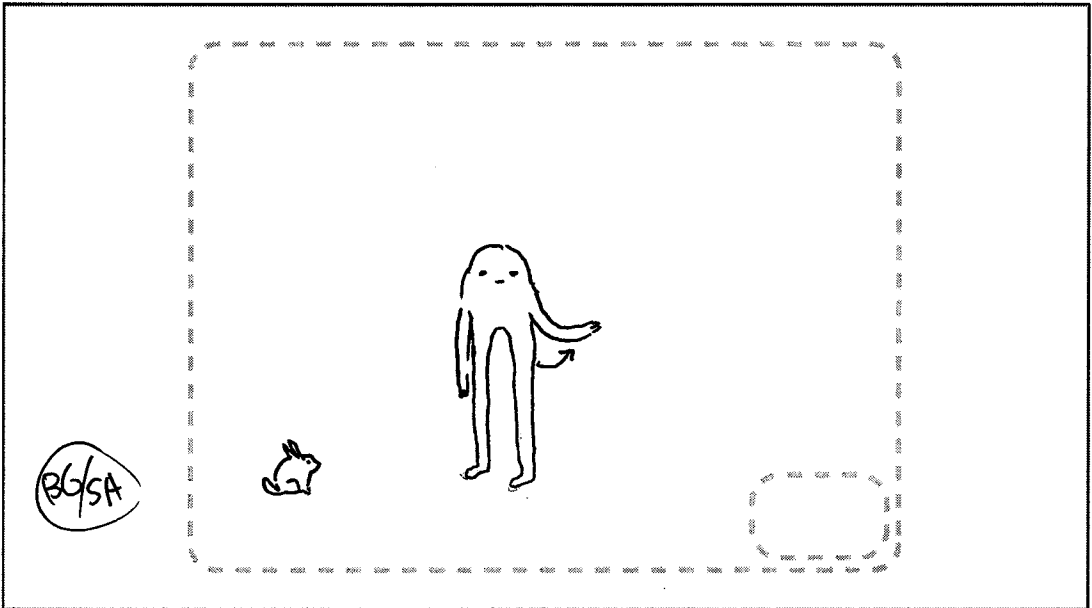
ADVENTURE TIME



Sc. 61 Pnl. A Bg. day night



Sc. 61 Pnl. B Bg. day night



Dialog:	(GOLEM:) * sigh *	(GOLEM:) * grunt *
Action:	Golem gestures for Pup to go inside	
Timing:		

EPISODE # 100863

Production :

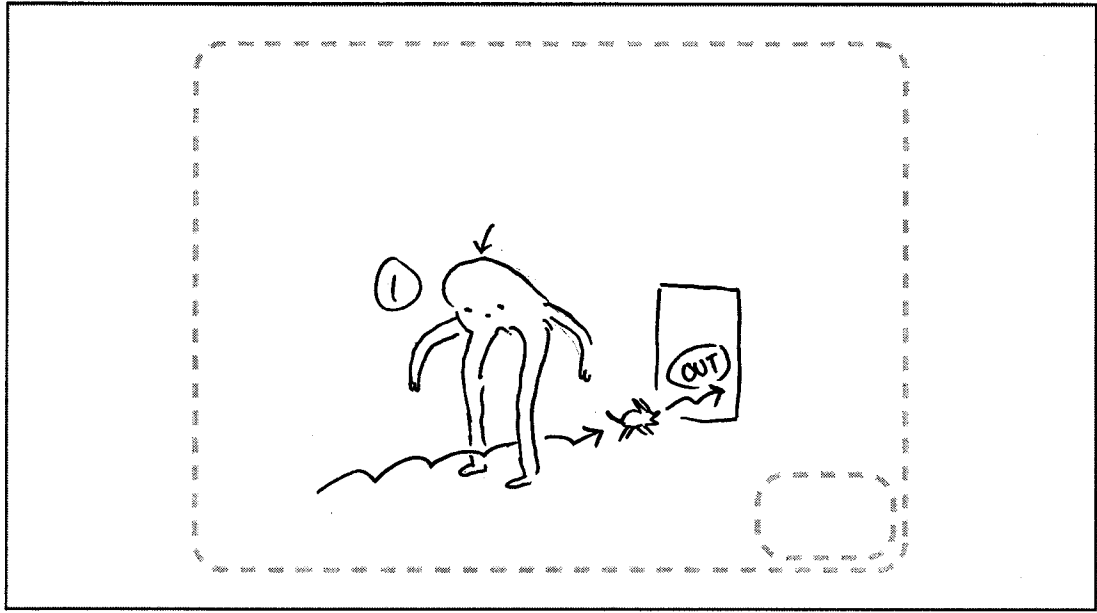
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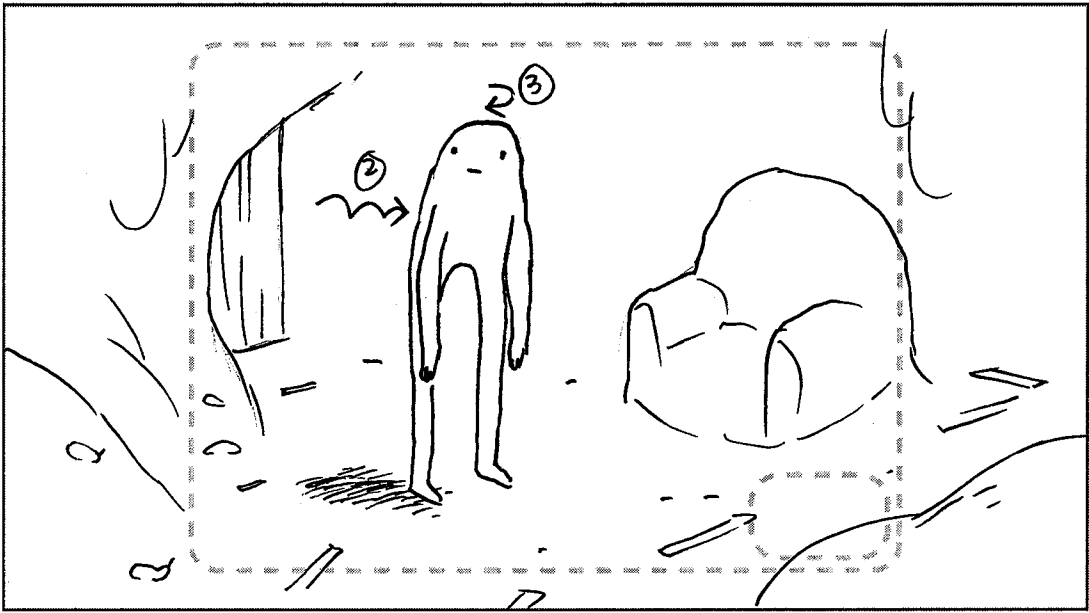
ADVENTURE TIME



Sc. 61 Pnl. C Bg. day night



Sc. 62 Pnl. A Bg. day night




Dialog:



(PUP) *whoop whoop whoop!*

Action:

Timing:



Golem walks in,
closes door -
looks around.



EPISODE # 100863

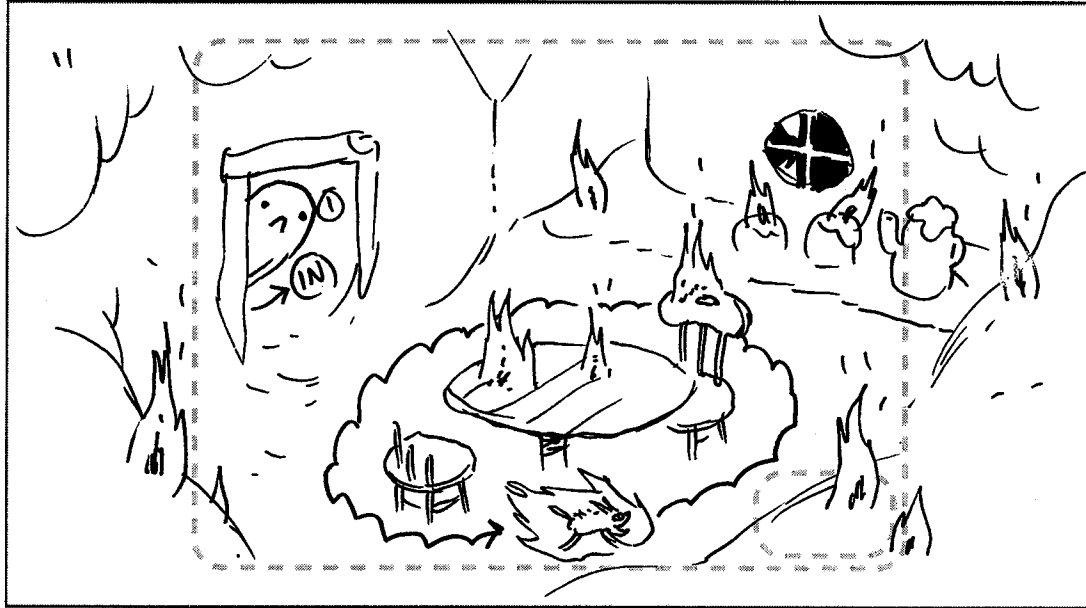
Production :

ADVENTURE TIME

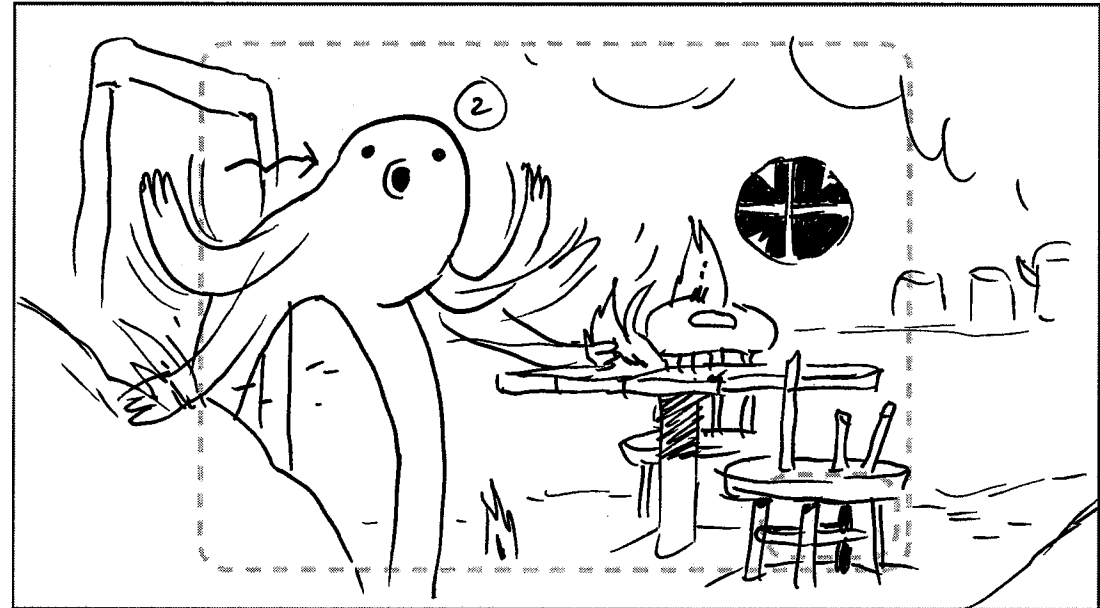


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Sc. 63 Pnl. A Bg. day night



Sc. 64 Pnl. A Bg. day night



100863

EPISODE #

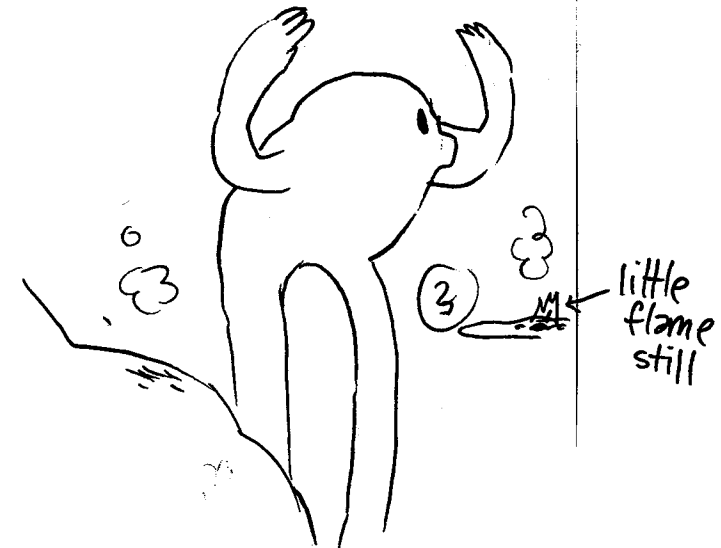
102

Dialog:

GOLEM: (2) WHOOO!!

Action:

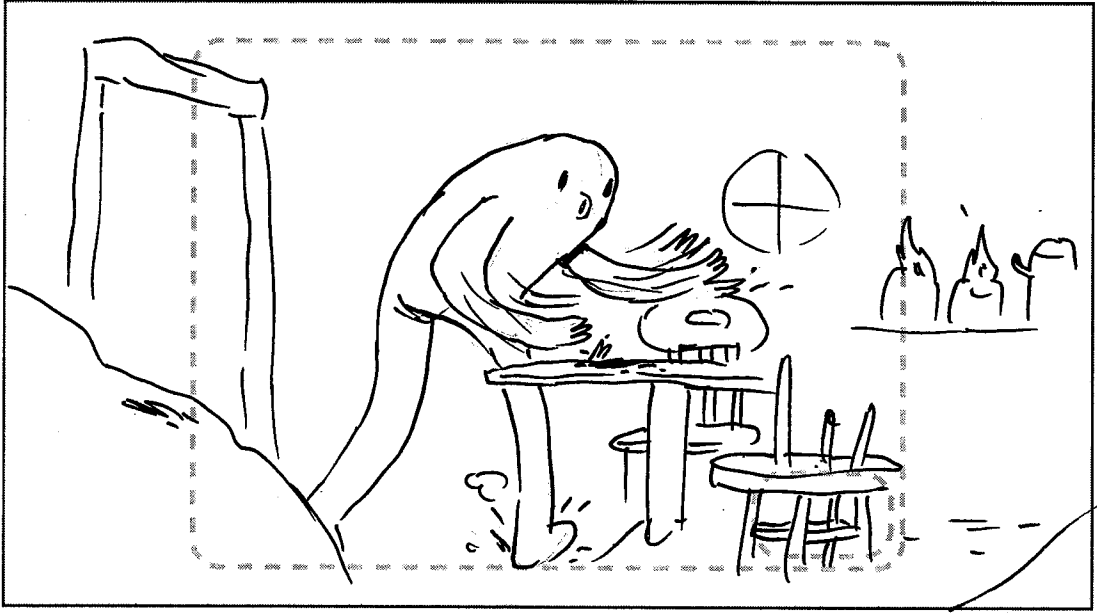
Timing:



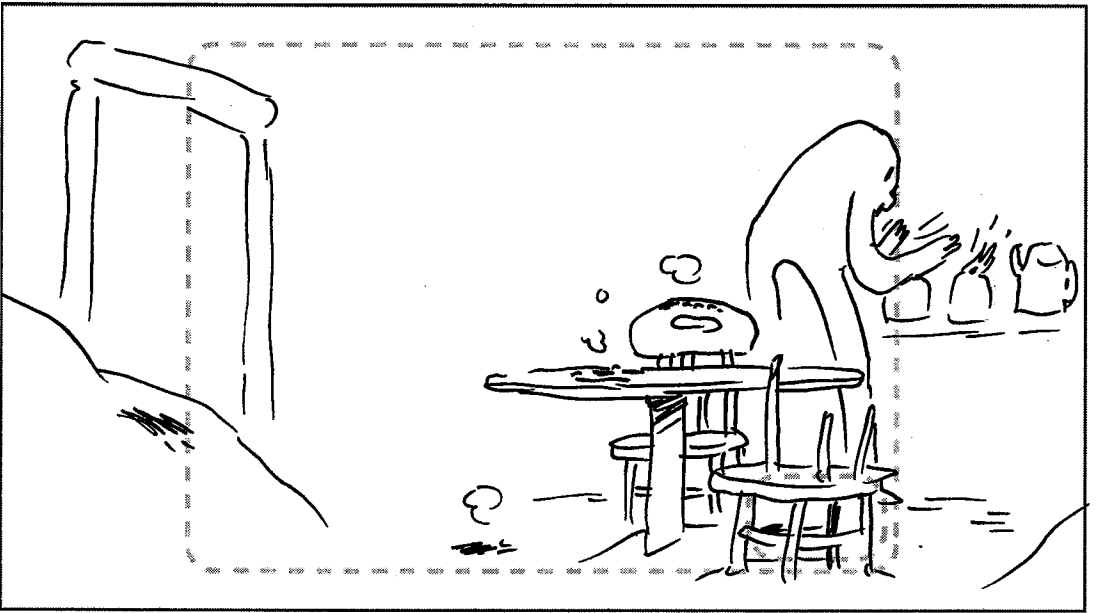
ADVENTURE TIME



Sc. 64 Pnl. B Bg. day night



Sc. 64 Pnl. C Bg. day night



Dialog:	Golem: Whooo!
Action:	
Timing:	

100863

EPISODE #

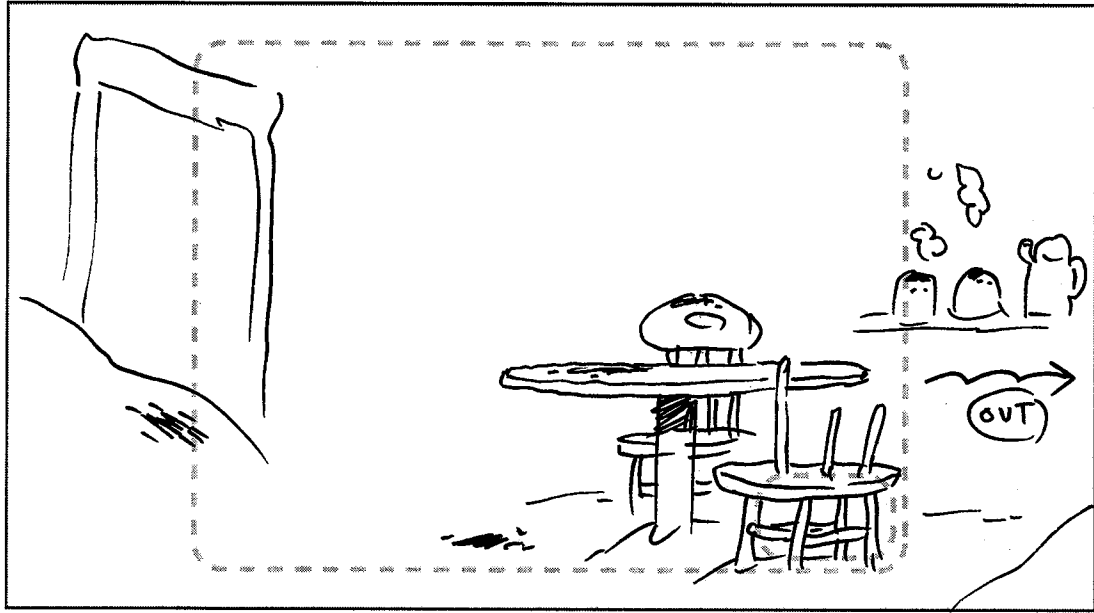
103

Production :

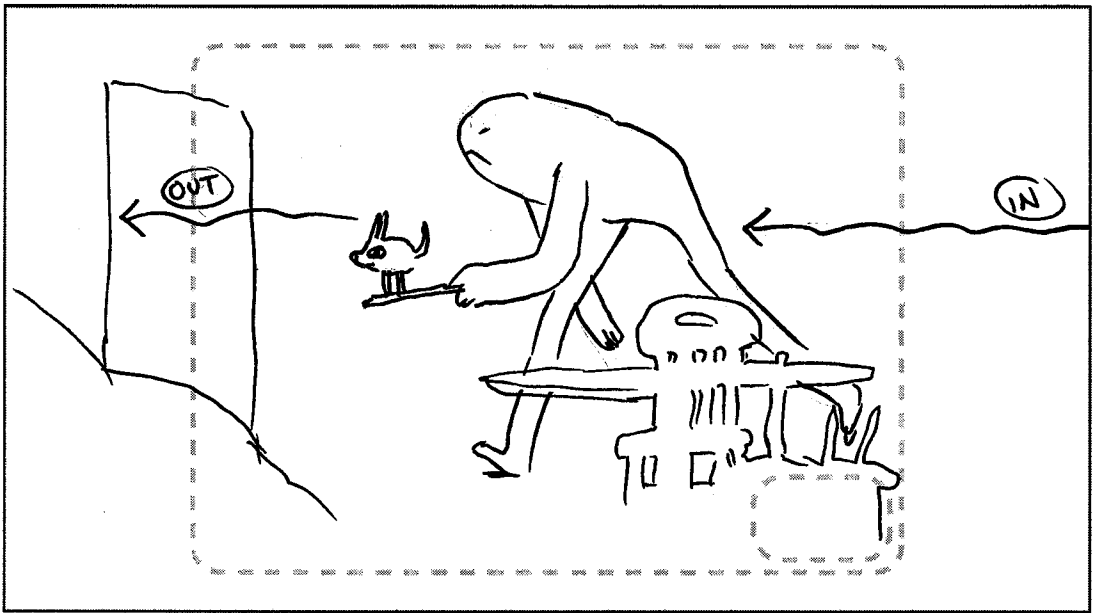
ADVENTURE TIME



Sc. 64 Pnl. D Bg. day night



Sc. 64 Pnl. E Bg. day night



Dialog:
Action:
Timing:

100863

104

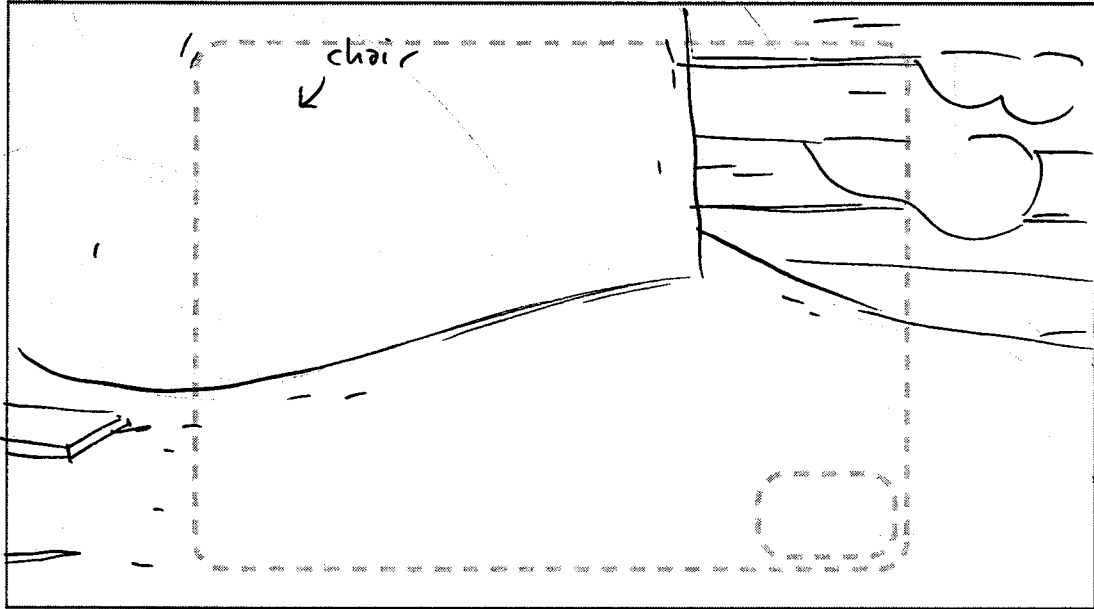
EPISODE #

Production :

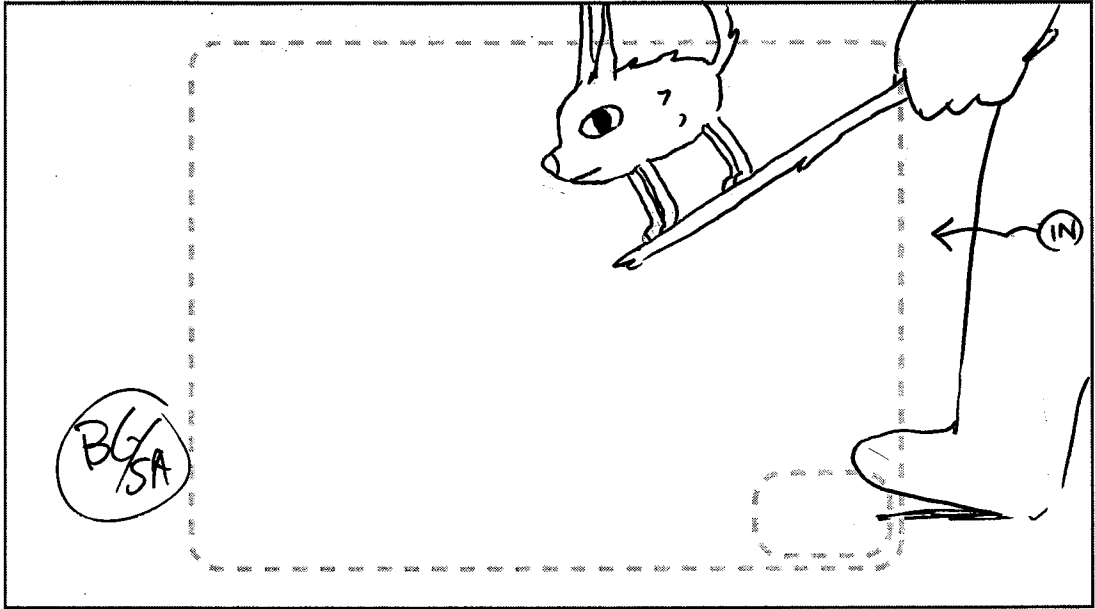
ADVENTURE TIME



Sc. 65 Pnl. A Bg. day night



Sc. 65 Pnl. B Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100863

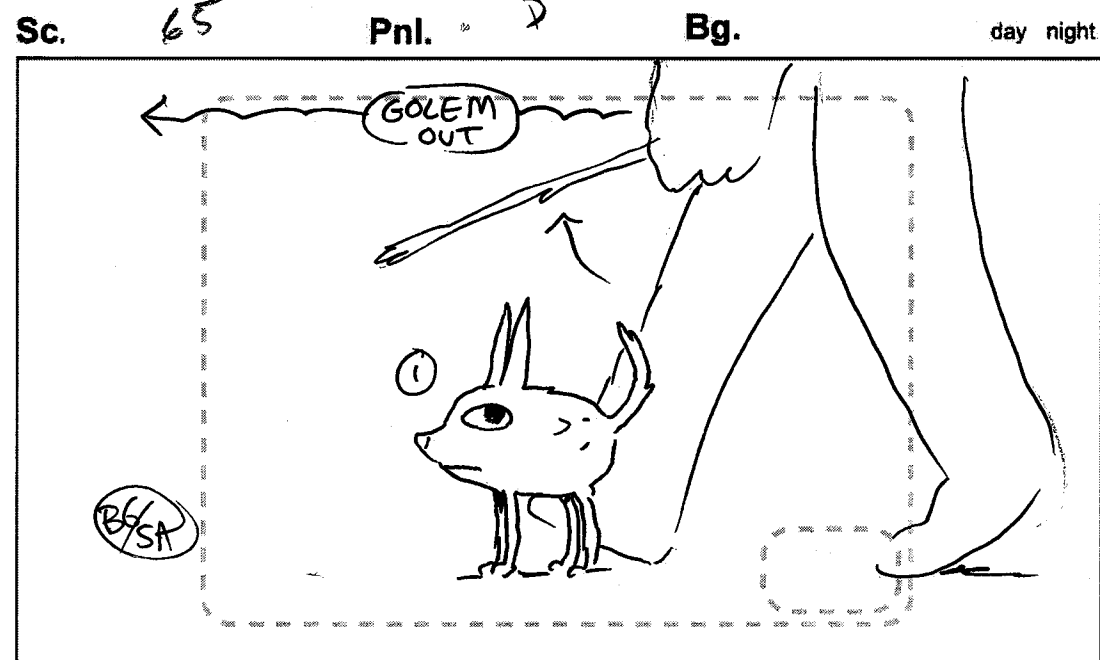
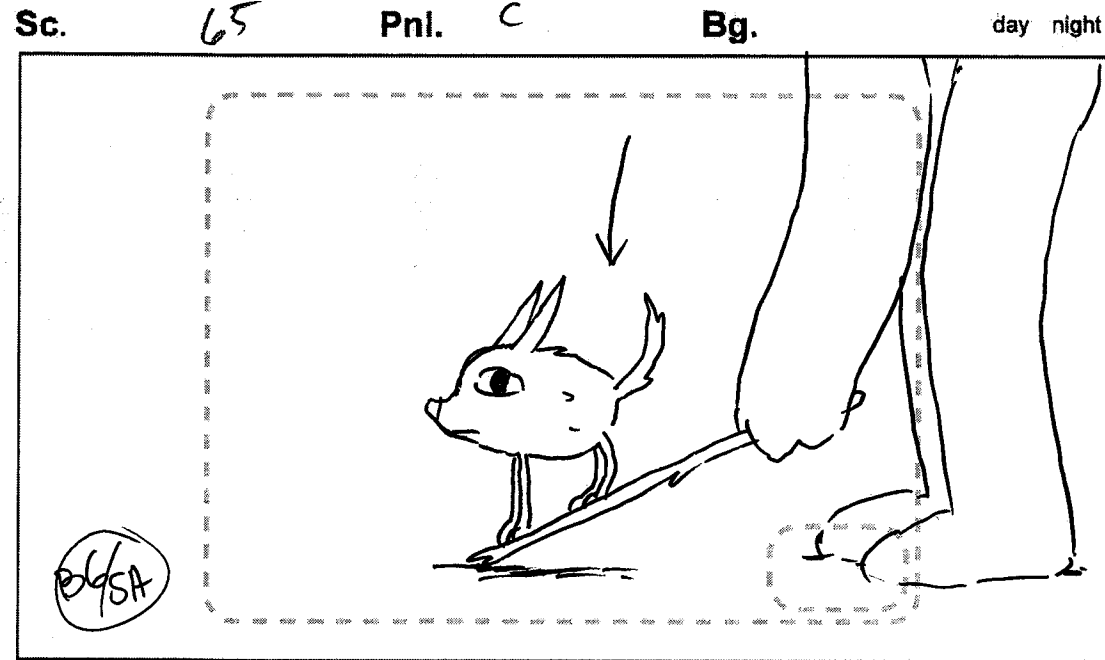
Production :

105

ADVENTURE TIME



Page 112



Dialog:

Action:

Timing:



EPISODE # 100863

106

Production :

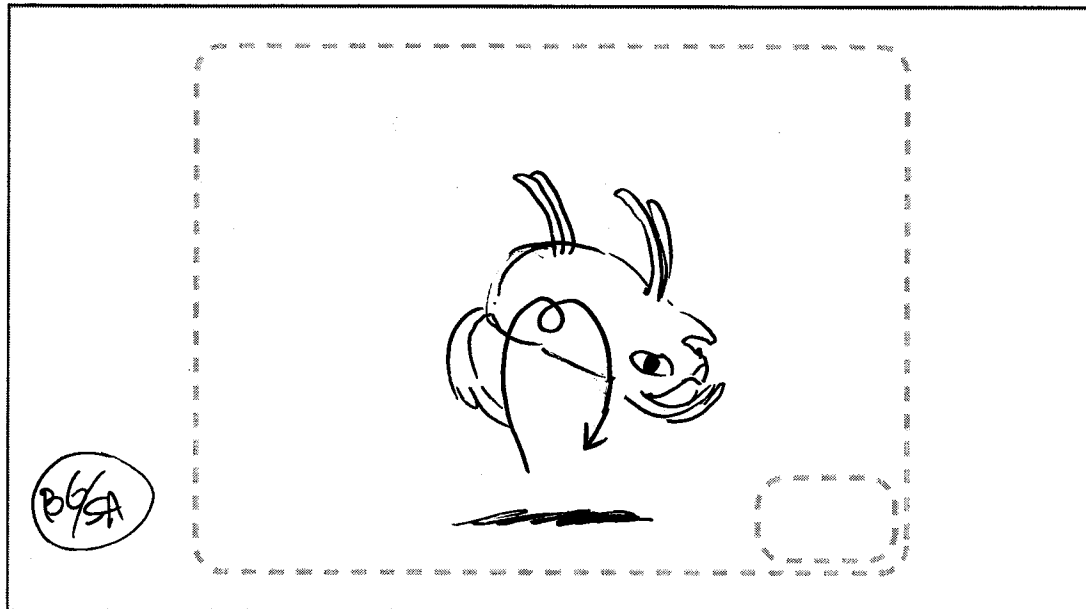
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ADVENTURE TIME

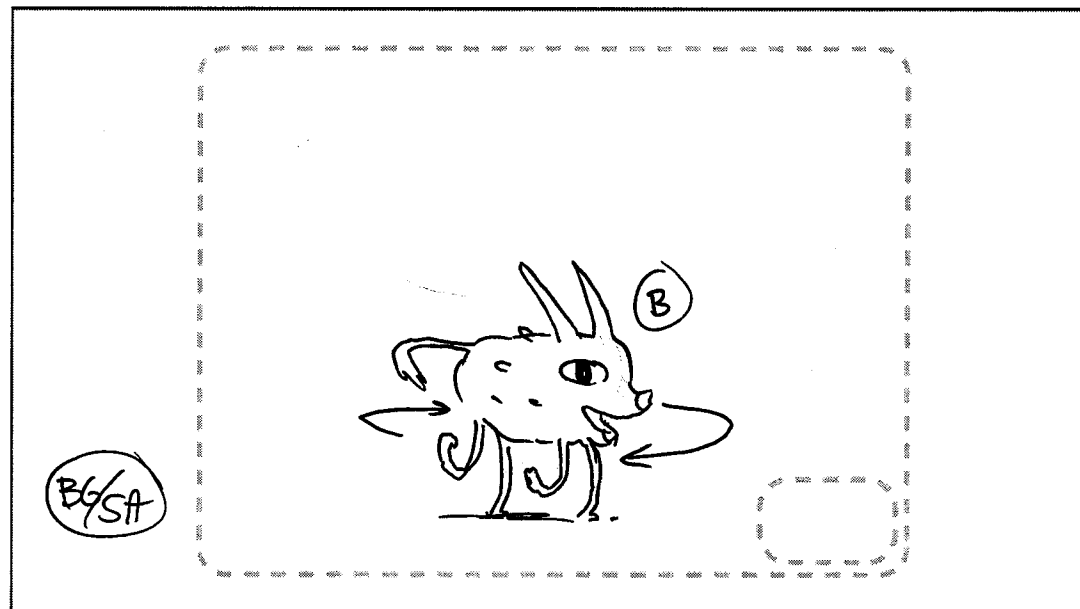


Page 113

Sc. 65 Pnl. E Bg. day night



Sc. 65 Pnl. F Bg. day night



Dialog:

SFX: - footsteps out
- door open
- door close
- footsteps in

(PUP:) pant pant

Action:

(A) (B) (C)

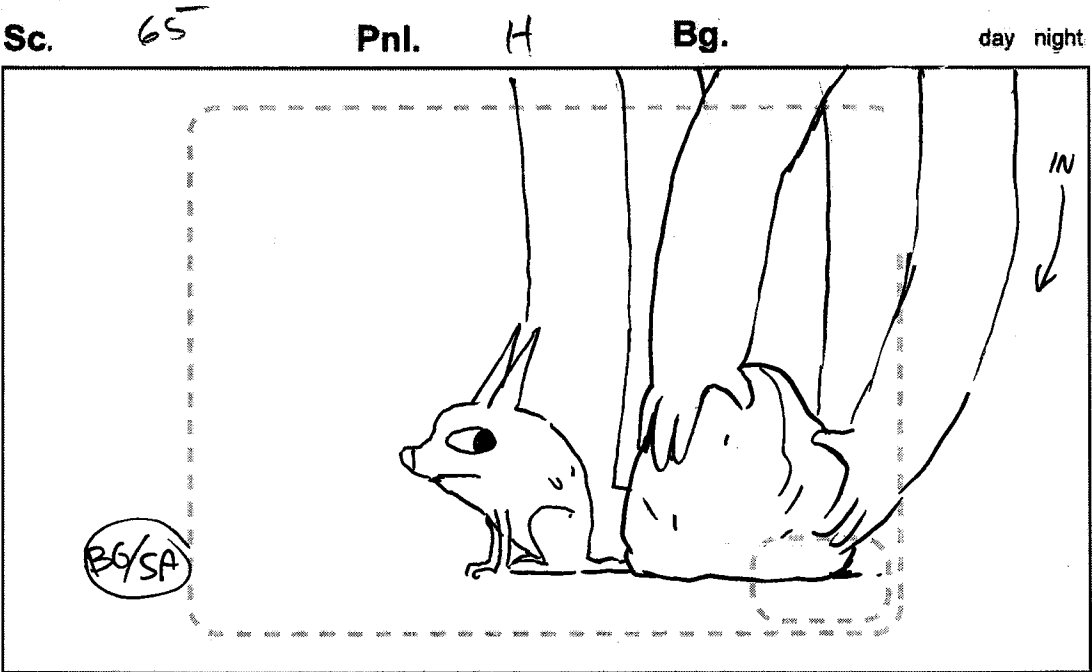
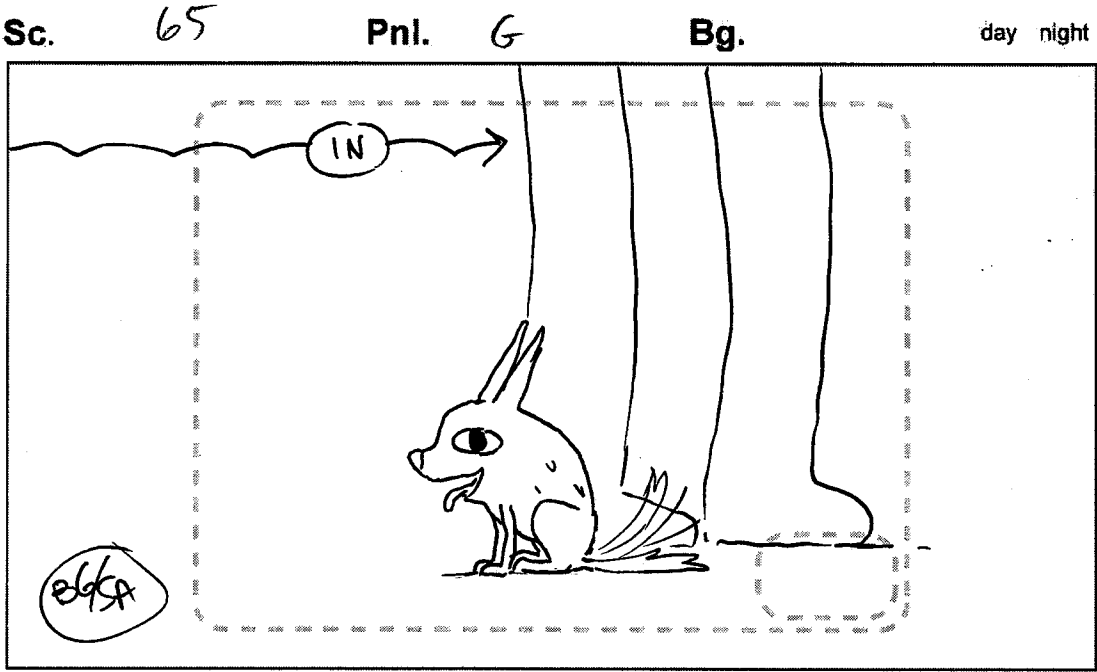
Timing:



EPISODE # 100863

107

ADVENTURE TIME



Dialog:	
Action:	Golem puts rock on Pup's tail
Timing:	

EPISODE # 100863

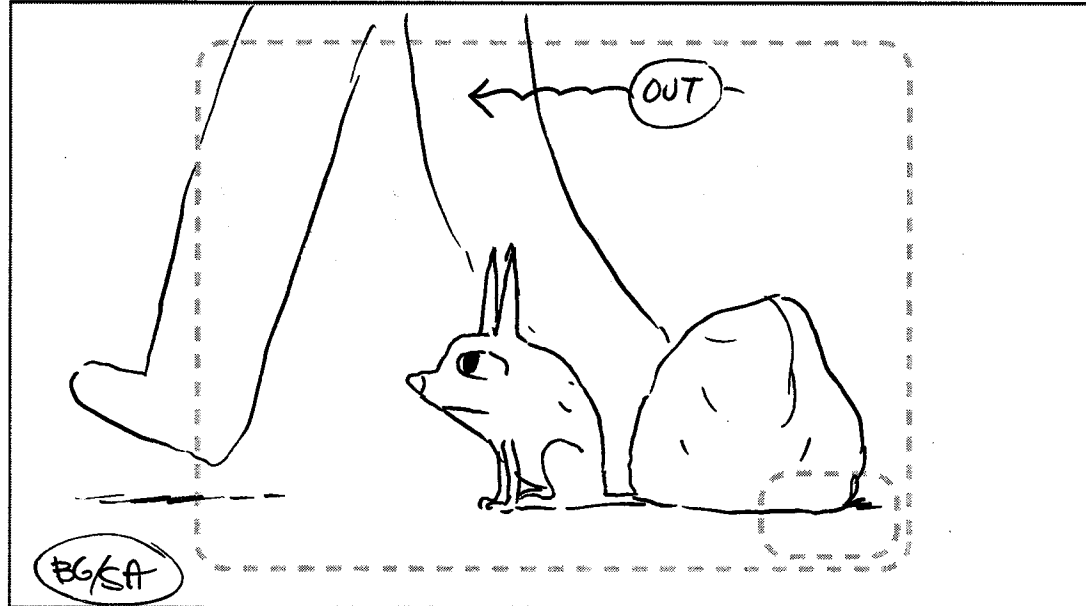
Production :

ADVENTURE TIME

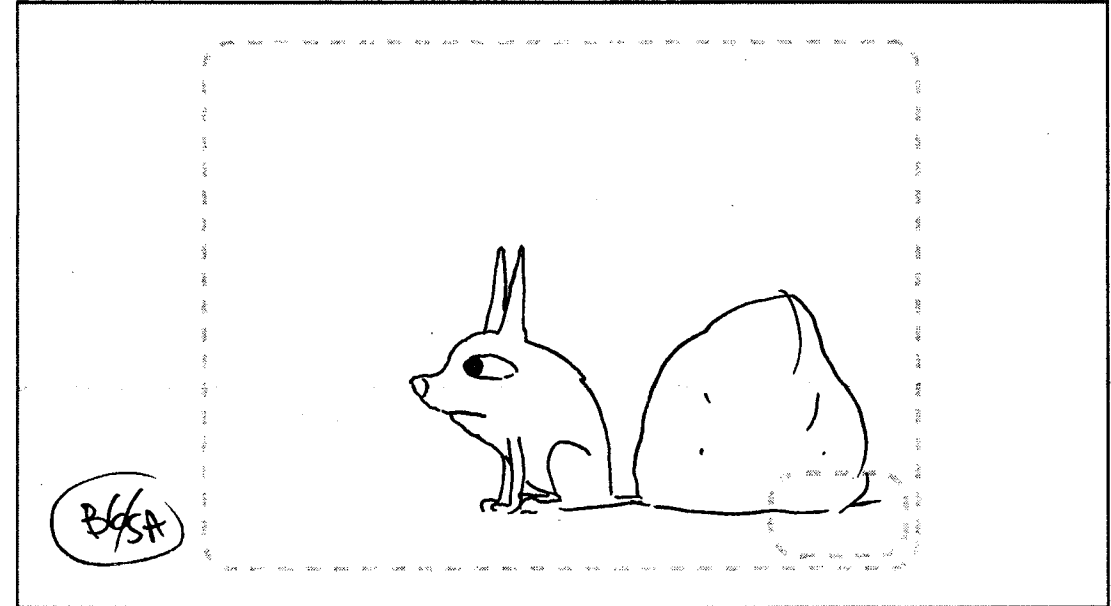


Page 115

Sc. 65 Pnl. I Bg. day night



Sc. 65 Pnl. J Bg. day night



Dialog:

- BEAT -

Action:

Timing:

EPISODE #

100863

Production :

109

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 65 Pnl. K Bg. day night

Dialog:
Action: Pup Golem pulls against rock, trying to follow Golem
Timing:

EPISODE # 100863

109.5

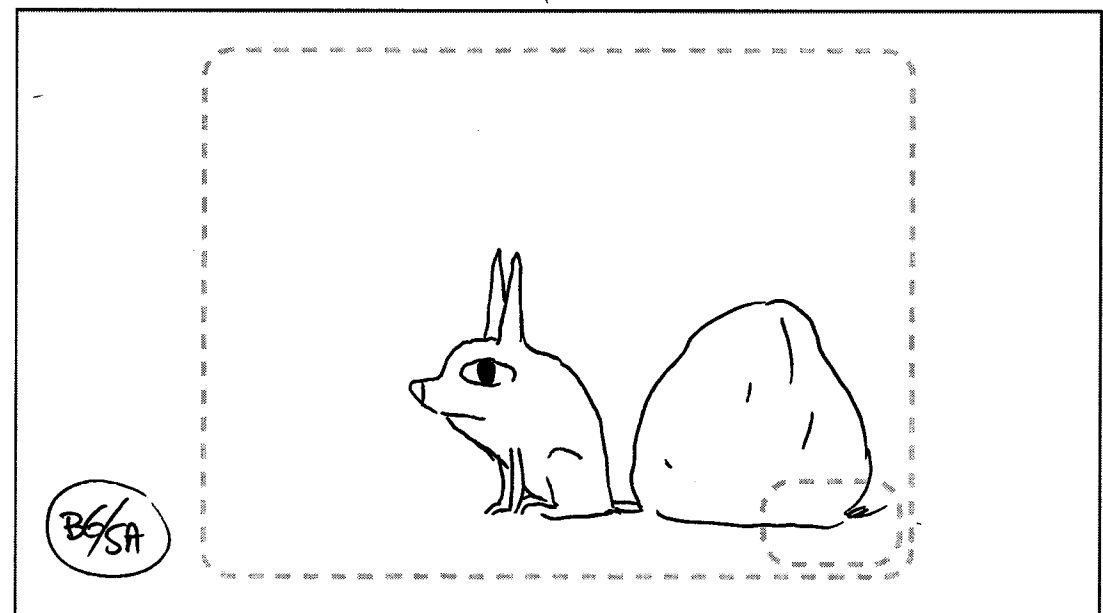
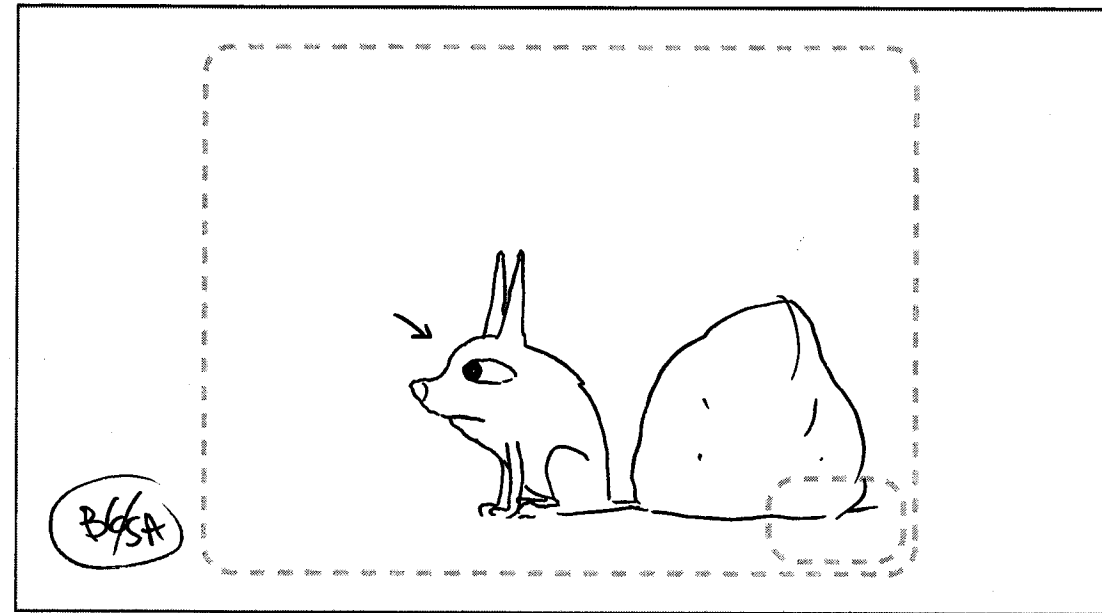
Production :

ADVENTURE TIME



Sc. 65 Pnl. L Bg. day night

Sc. 65 Pnl. M Bg. day night



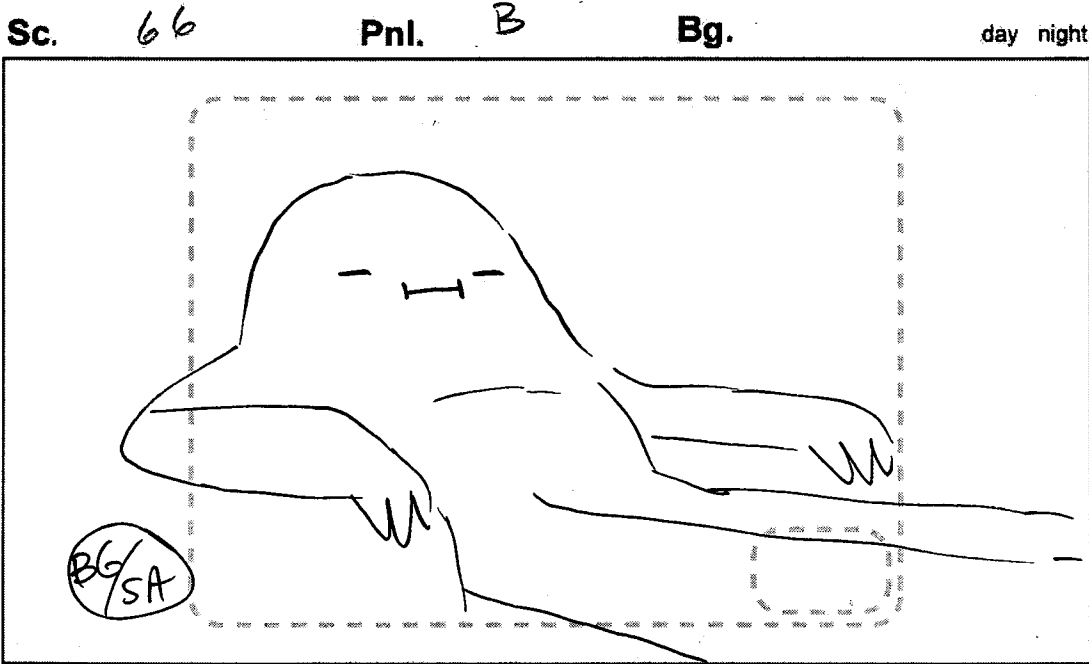
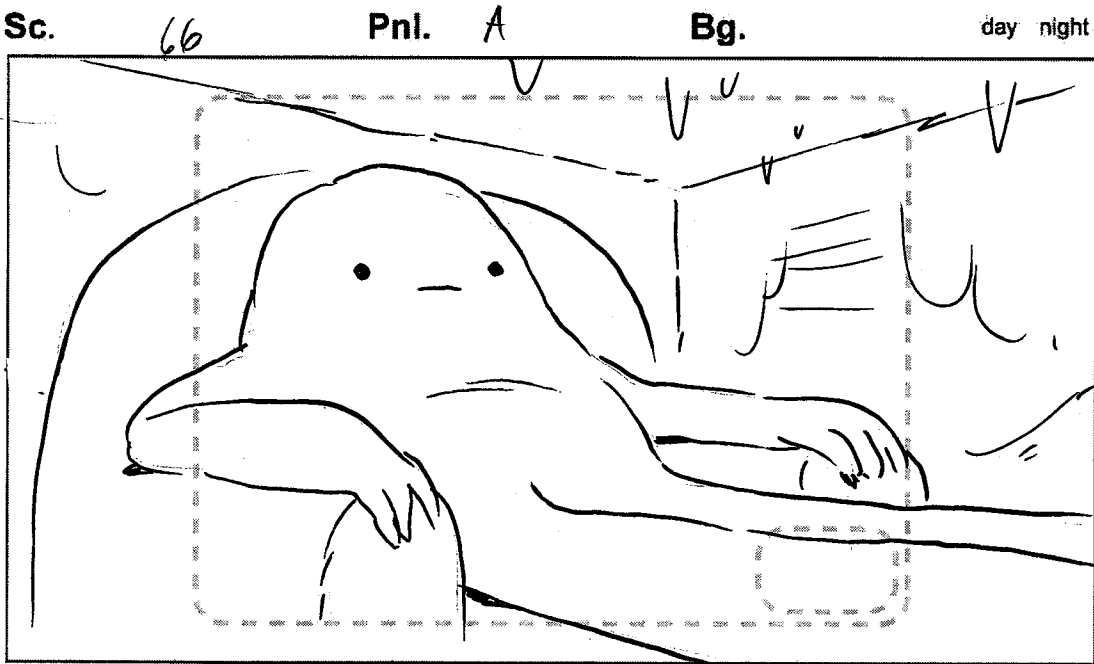
Dialog:
Action:
Timing:

EPISODE # 100863

Production :

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ADVENTURE TIME



Dialog:	(GOLEM:) mmm...
Action:	
Timing:	

Production :

EPISODE #

100863

111

ADVENTURE TIME



Sc. 66 Pnl. C Bg. day night

FADE TO
BLACK

Sc. Pnl. Bg. day night

X

Dialog:

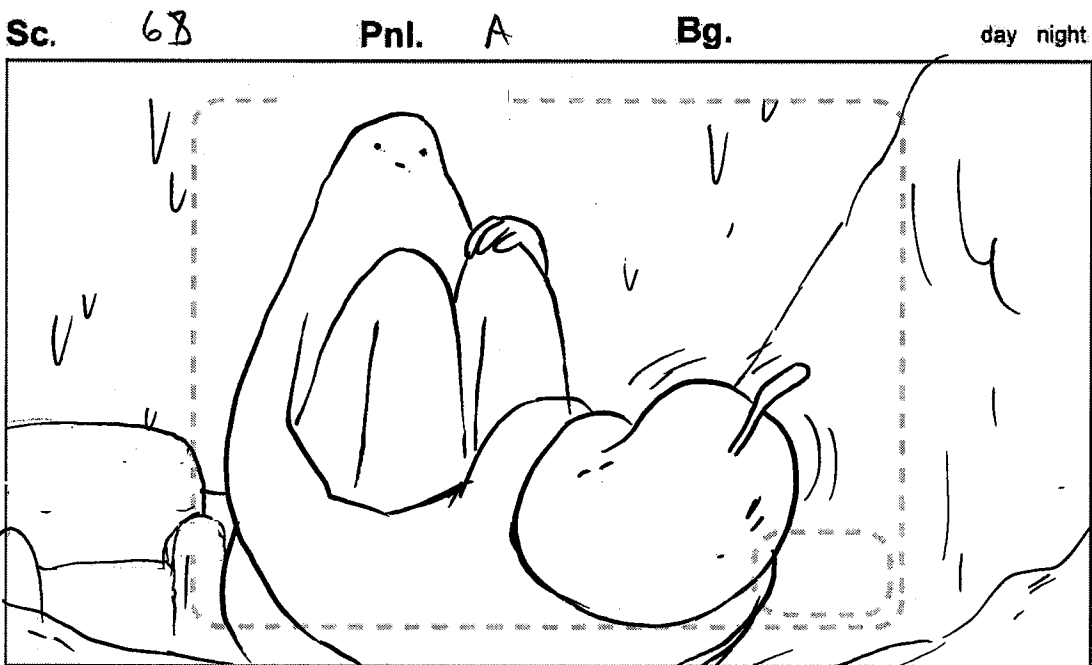
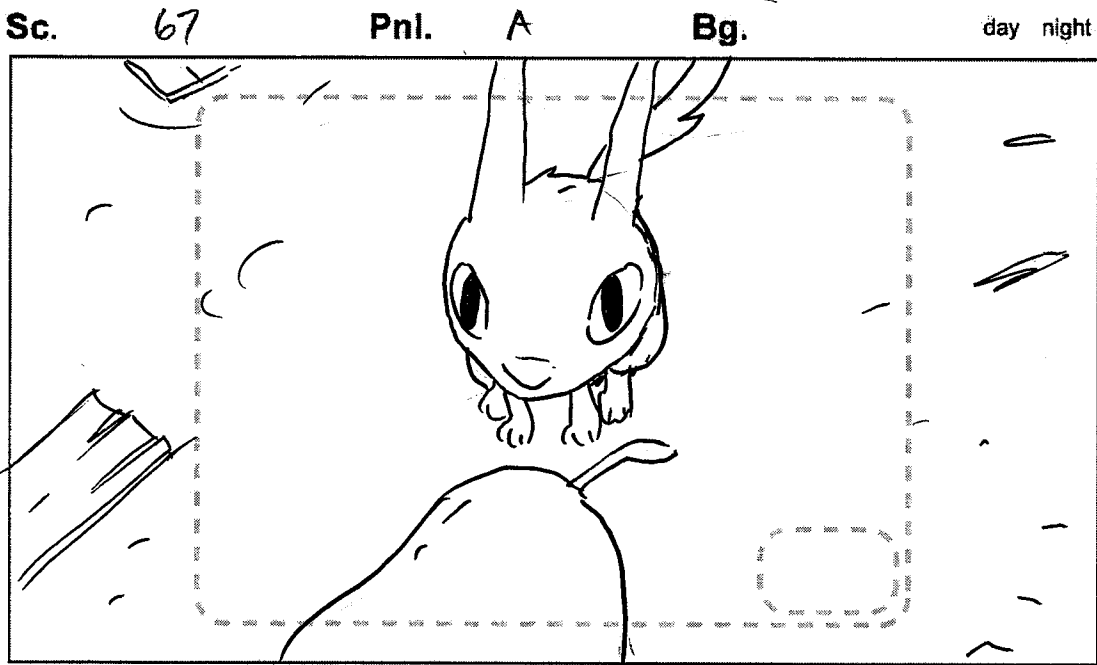
Action:

Timing:

EPISODE # 100863

Production :

ADVENTURE TIME



Dialog:	<p>(GOLEM:) mny -</p>	<p>(GOLEM:) hnyy - mng</p>
Action:	<p>Golem offers pear to Pup, wagging it a bit.</p>	
Timing:		

EPISODE # 100863

113

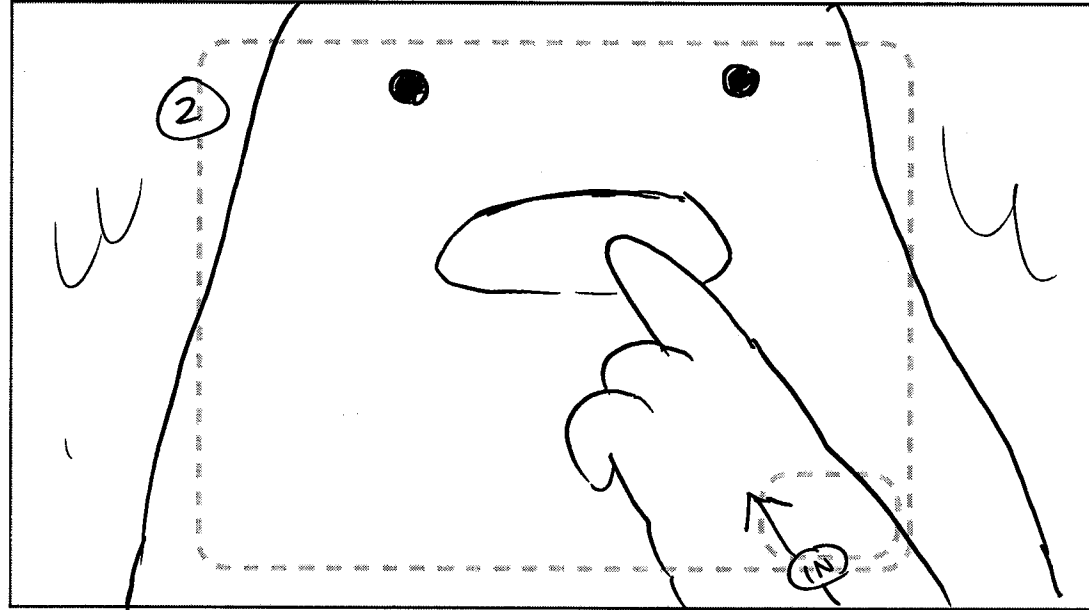
Production :

ADVENTURE TIME

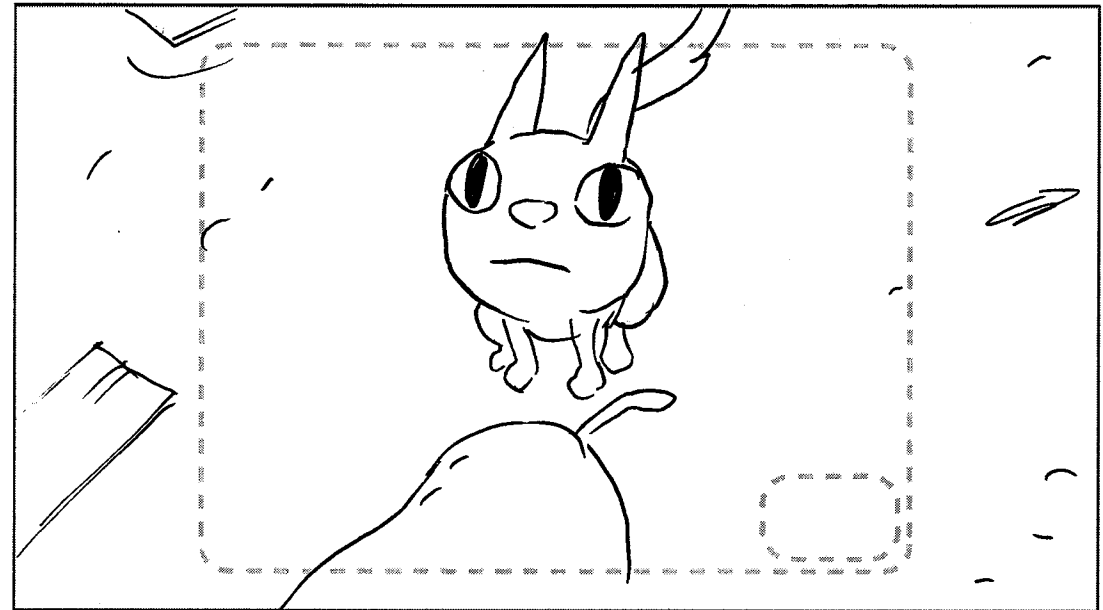


Page 121

Sc. 69 Pnl. A Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog:

(GOLEM:) nnyngah

- beat -

Action:

Timing:

1

EPISODE # 100863

Production :

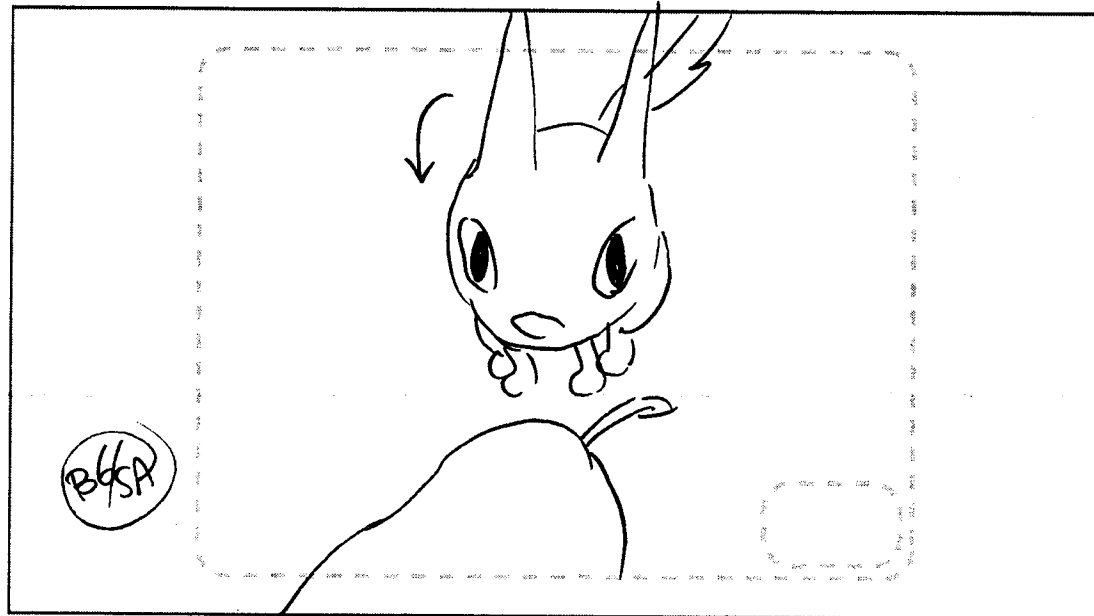
114

ADVENTURE TIME

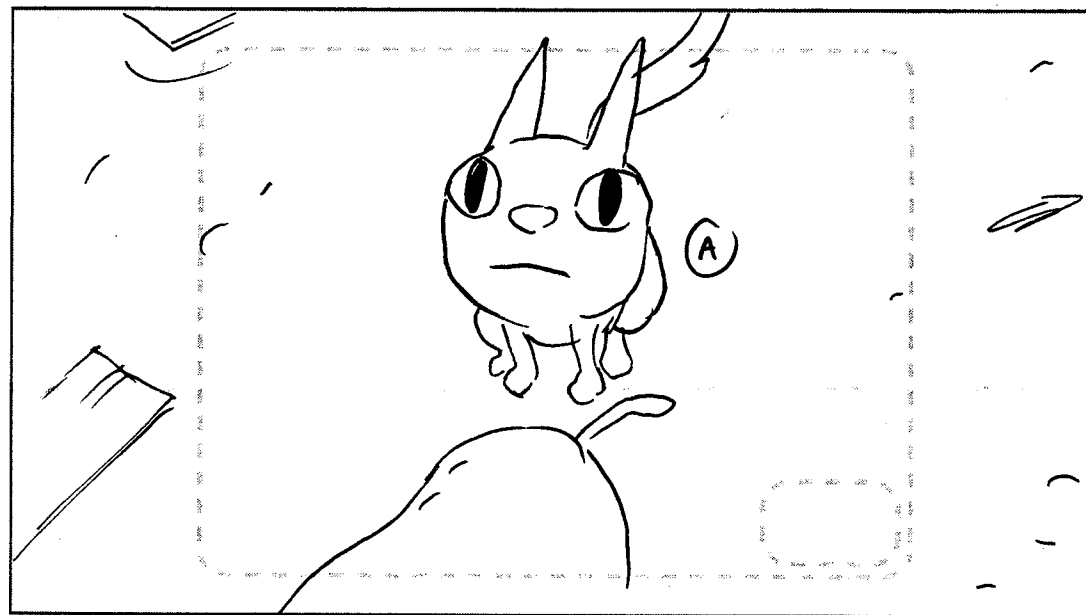


Page 122

Sc. 70 Pnl. B Bg. day night



Sc. 76 Pnl. C Bg. day night



Dialog:

Action:

Pup looks at pear

(A) (B) (A) (or repeat ~~as~~ more if it seems funny...)

Timing:



Production :

EPISODE #

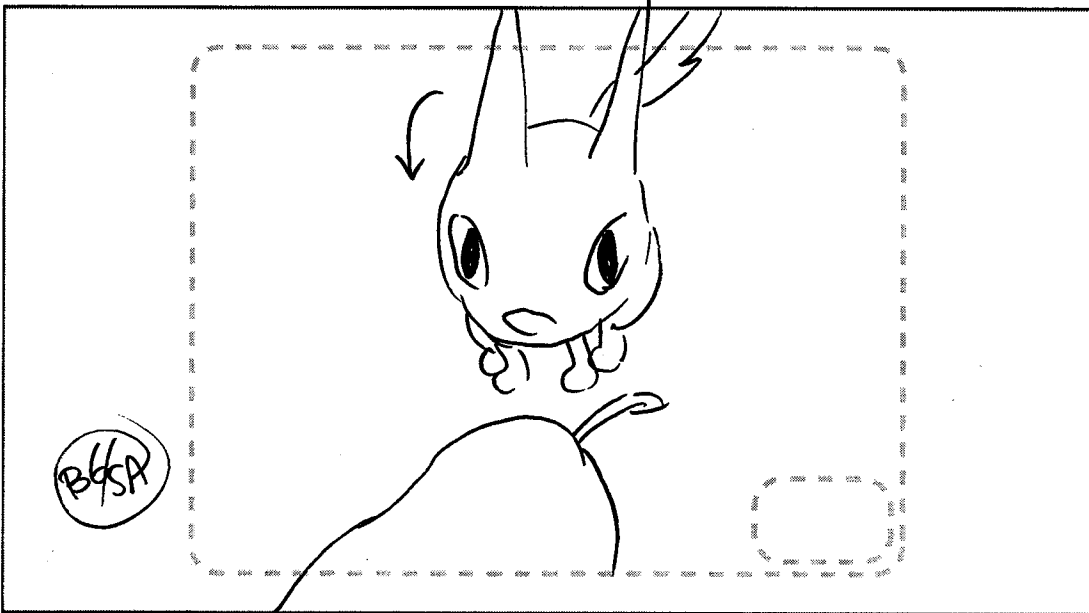
100863

114.5

ADVENTURE TIME



Sc. 70 Pnl. 2 Bg. day night



Sc. 70 Pnl. 3 Bg. day night



Dialog:
Action: Pup bites pear
Timing:

EPISODE # 100863

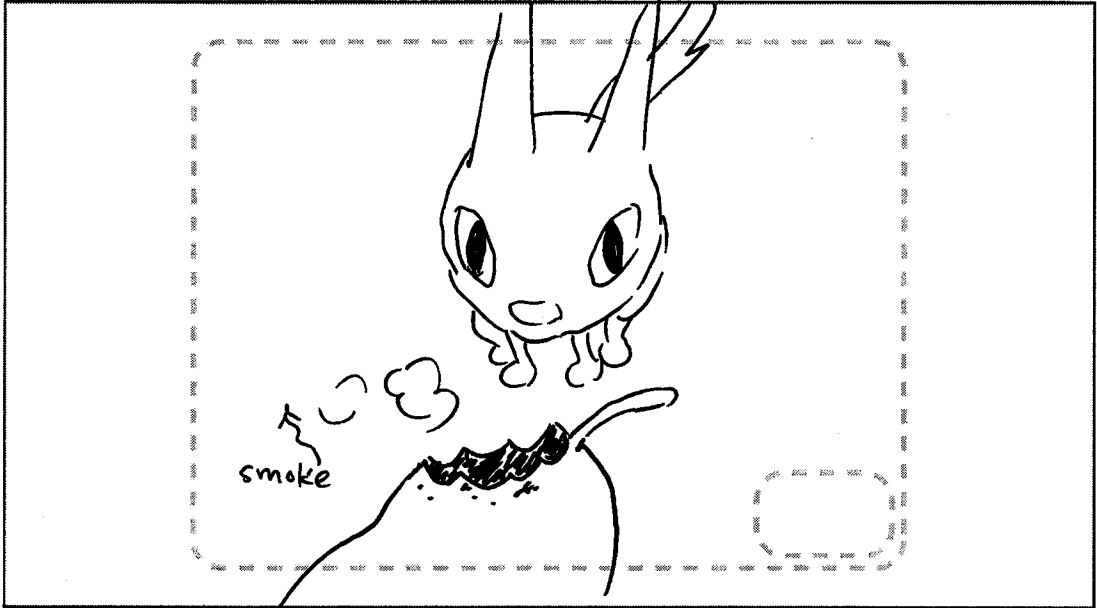
Production :

115

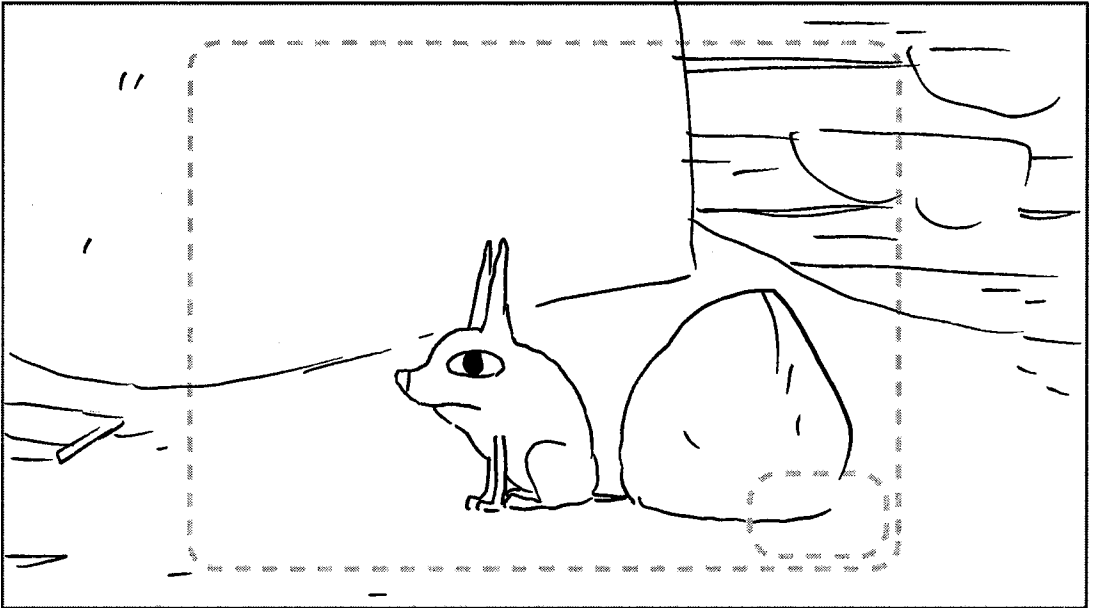
ADVENTURE TIME



Sc. 70 Pnl. F Bg. day night



Sc. 71 Pnl. A Bg. day night



Dialog:	
SFX: * sizzle *	- BEAT -
(PUP:) * GULP *	
Action:	
Timing:	

EPISODE # 100863

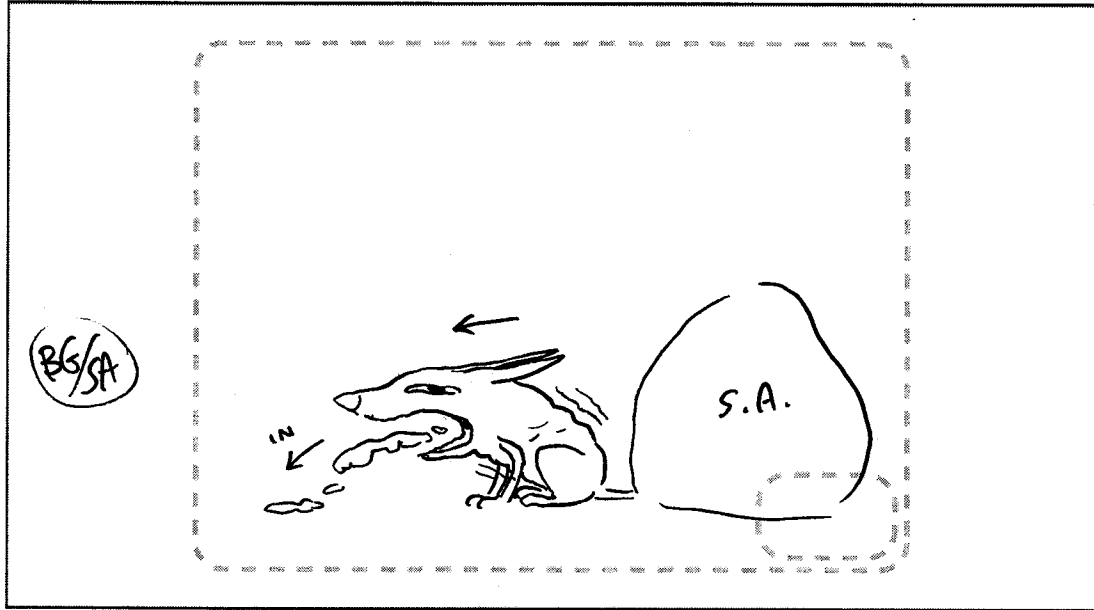
Production :

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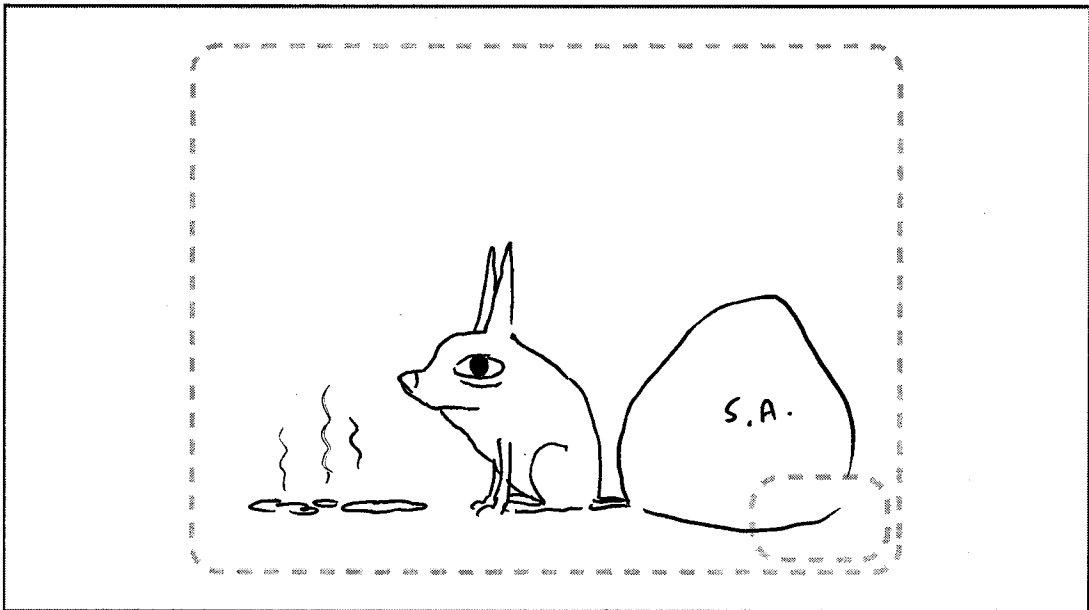
ADVENTURE TIME



Sc. 71 Pnl. B Bg. day night



Sc. 71 Pnl. C Bg. day night



Dialog:	<p>(PUP:) * BARF *</p>	<p>SFX: * sizzle *</p>
Action:	<p>Pup vomits pear.</p>	<p>Vomit is so hot it steams and sizzles.</p>
Timing:		

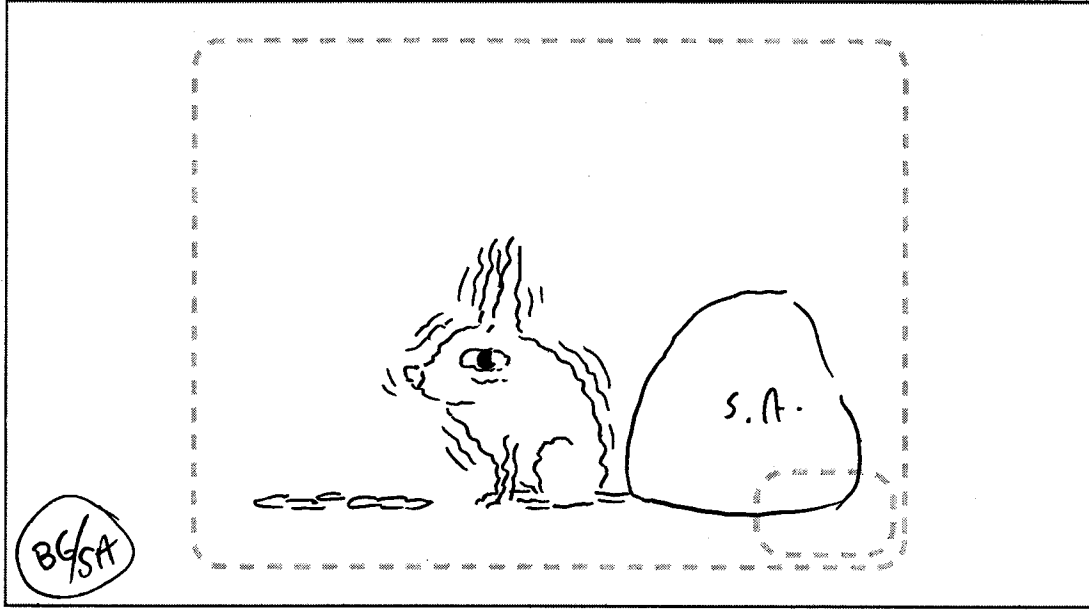
EPISODE # 100863 117

Production :

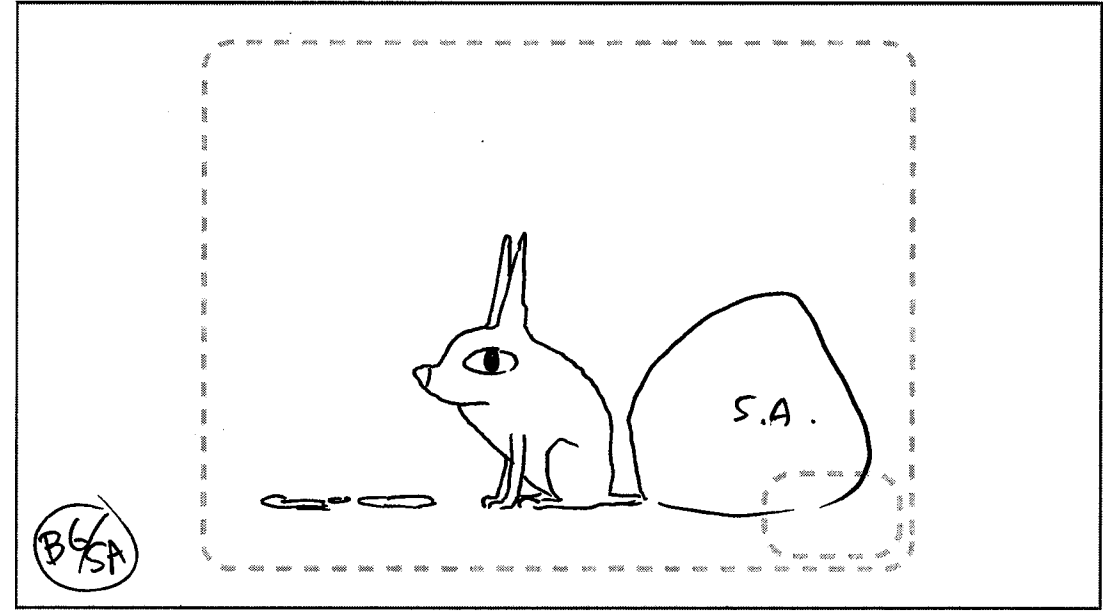
ADVENTURE TIME



Sc. 71 Pnl. D Bg. day night



Sc. 71 Pnl. E Bg. day night



Dialog:
Action: Pup shakes
Timing:

EPISODE # 100863

Production :

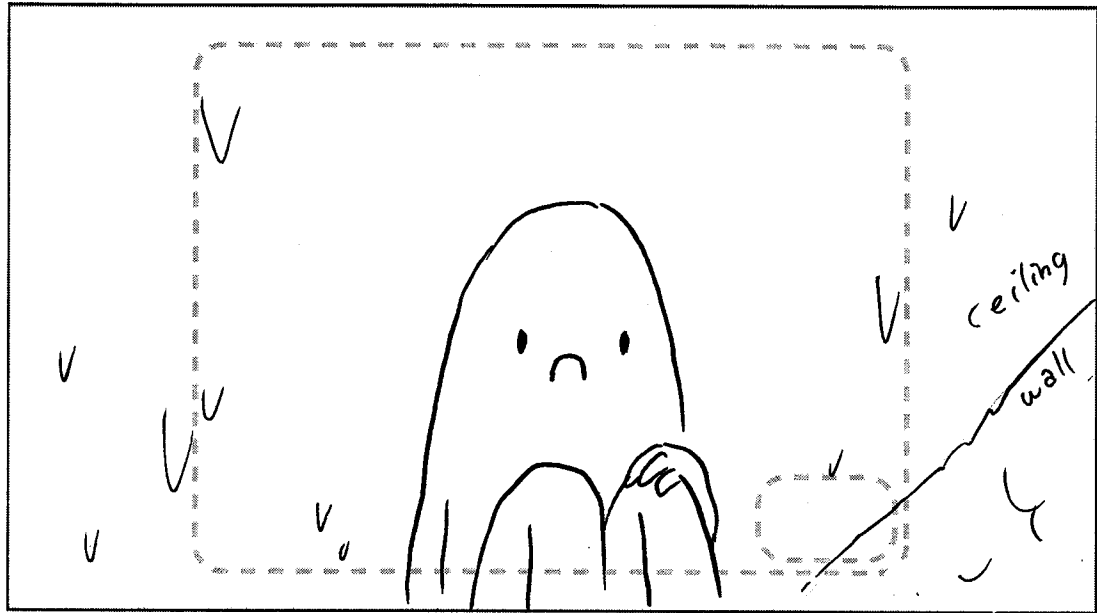
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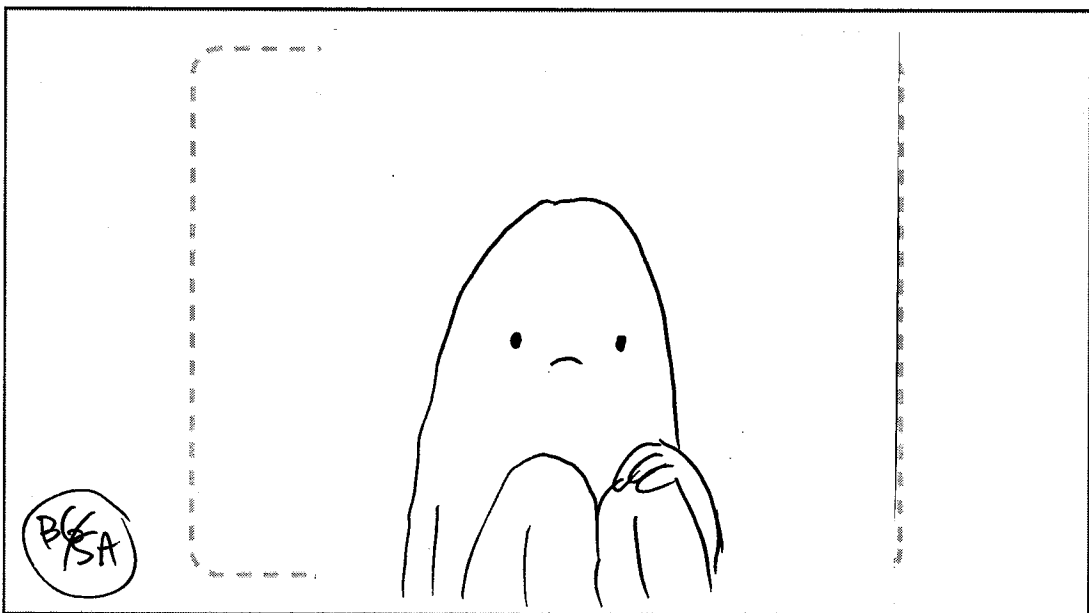
ADVENTURE TIME



Sc. 72 Pnl. A Bg. day night



Sc. 72 Pnl. B Bg. day night



Dialog:
- beat -
(PUP) (O.S.): * suck suck suck * → (continuous sucking throughout →)
Action:
Timing:

EPISODE # 100863

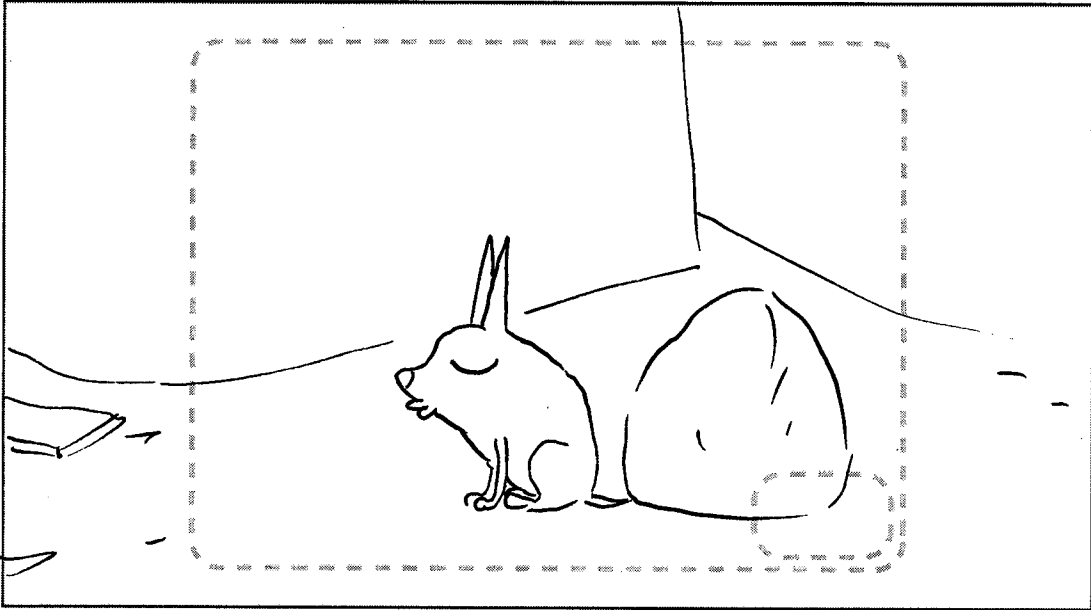
119

Production :

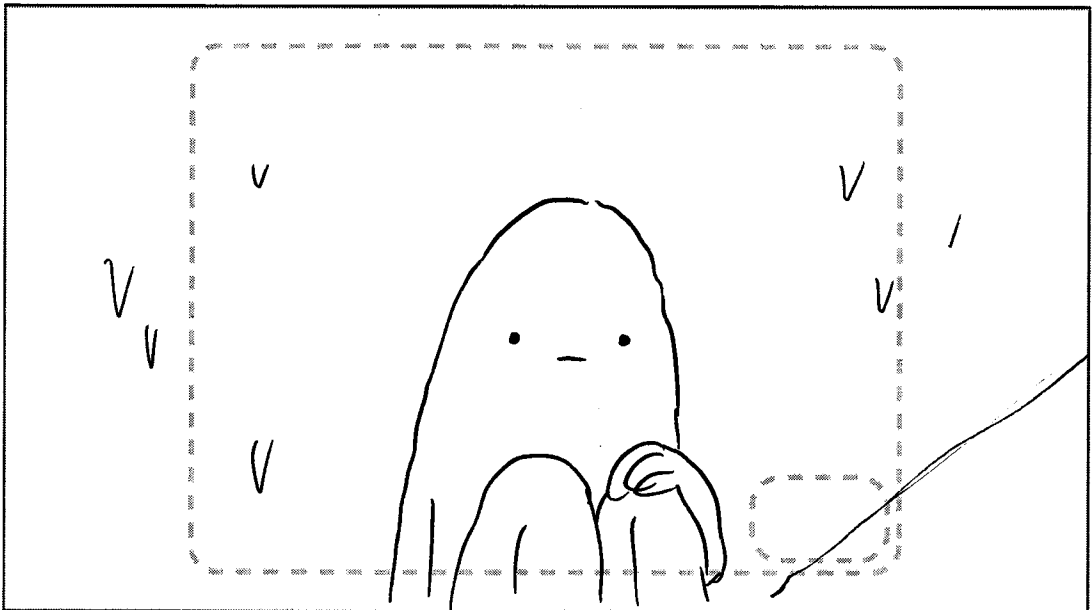
ADVENTURE TIME



Sc. 73 Pnl. A Bg. day night



Sc. 74 Pnl. A Bg. day night



Dialog:

→ (Pup:) * suck suck suck → → suck suck suck →

Action:

Timing:

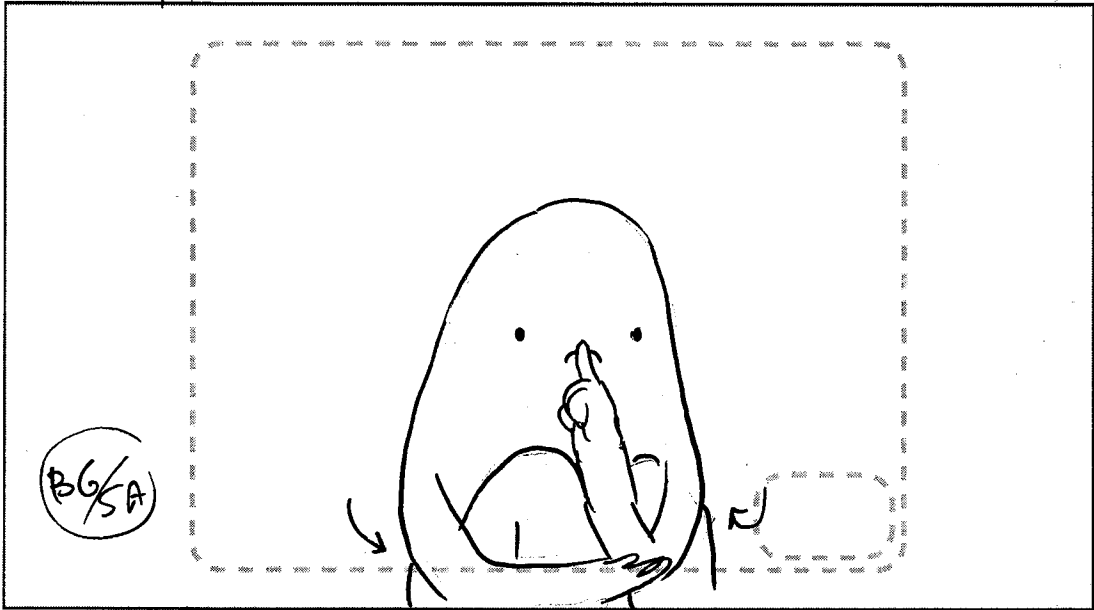
EPISODE # 100863

Production :

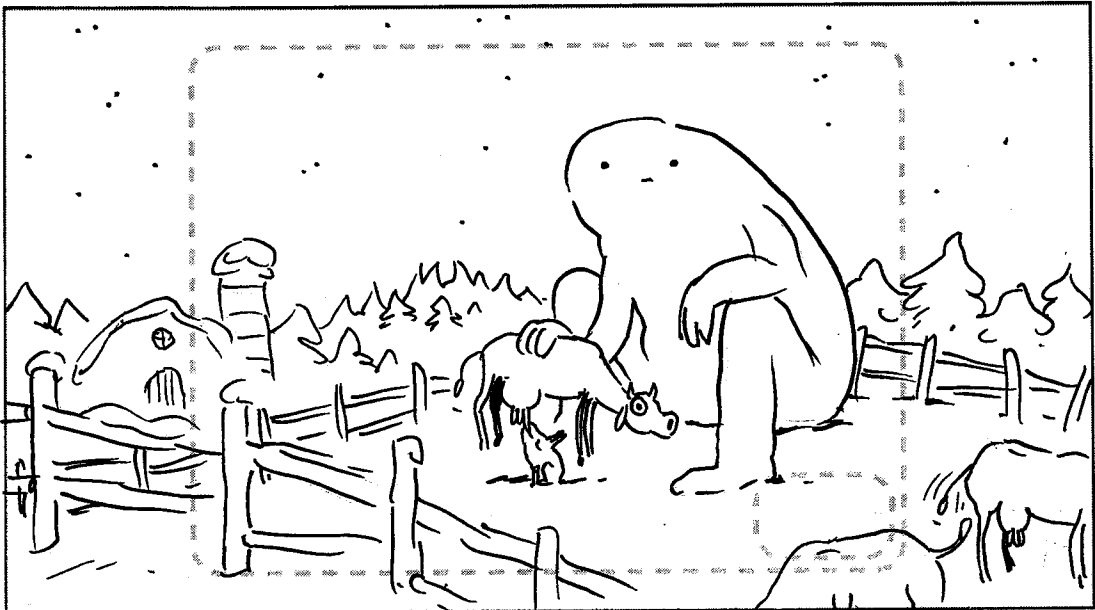
ADVENTURE TIME



Sc. 74 Pnl. B Bg. day night



Sc. 75 Pnl. A Bg. day night



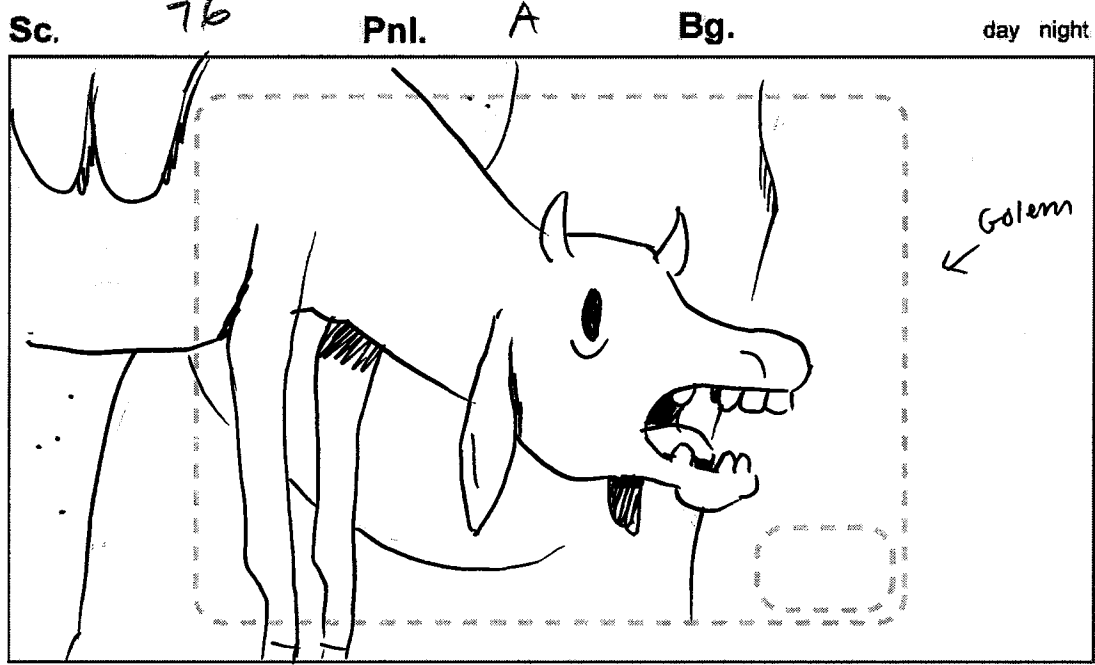
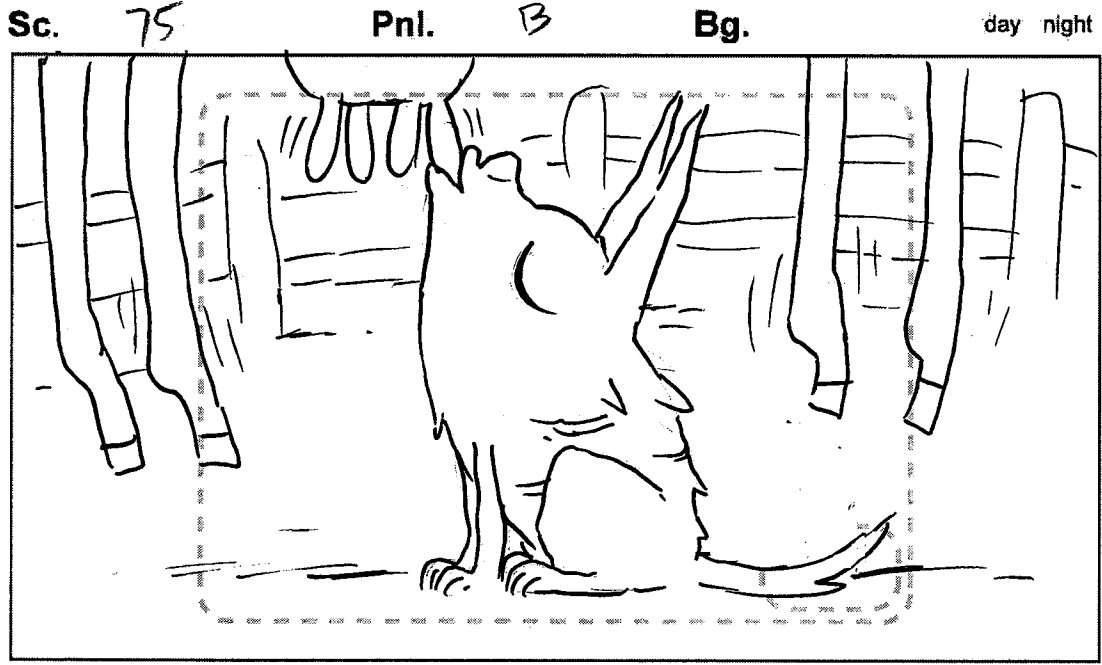
Dialog:	→ suck suck suck	(COW): [cast with voice of a man] : WOO! YA-HA-HA!
Action:		
Timing:		

(PUP): (throughout): * suck suck suck *

EPISODE # 100863

Production :

ADVENTURE TIME



Dialog:	(cow:) WOO HOO! OH BOY ! (PUP:) *suck suck suck *	(cow:) AAAAAAAAAAAAAHHH ! (PUP:) (OS) * suck suck suck *
Action:		
Timing:		

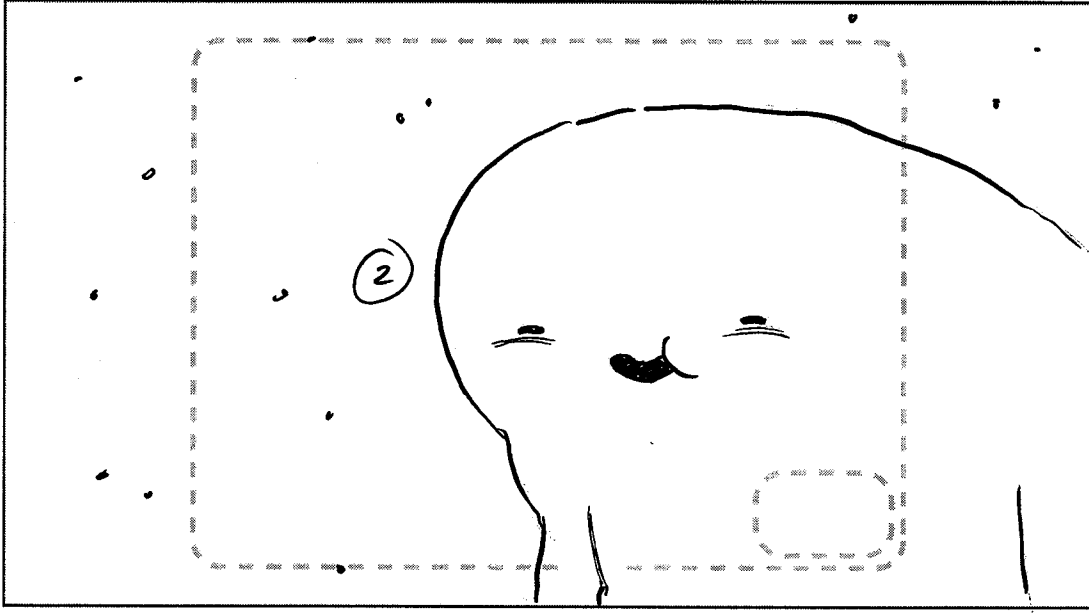
EPISODE # 100863

Production :

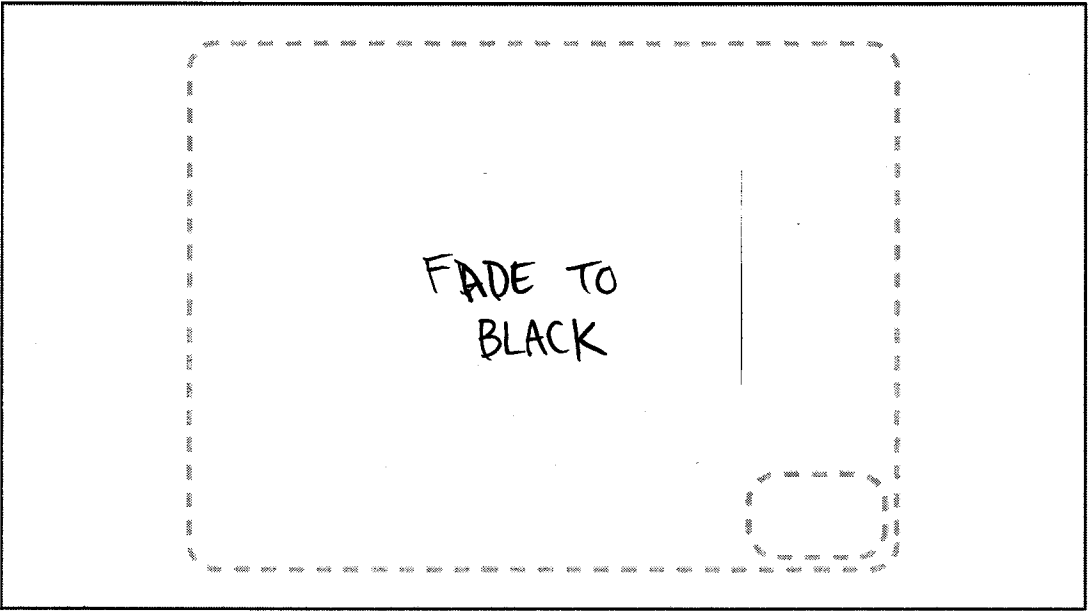
ADVENTURE TIME



Sc. 77 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
(GOLM): heh heh	
(PJP) (O.S.) * suck suck suck *	
Action:	
Timing:	

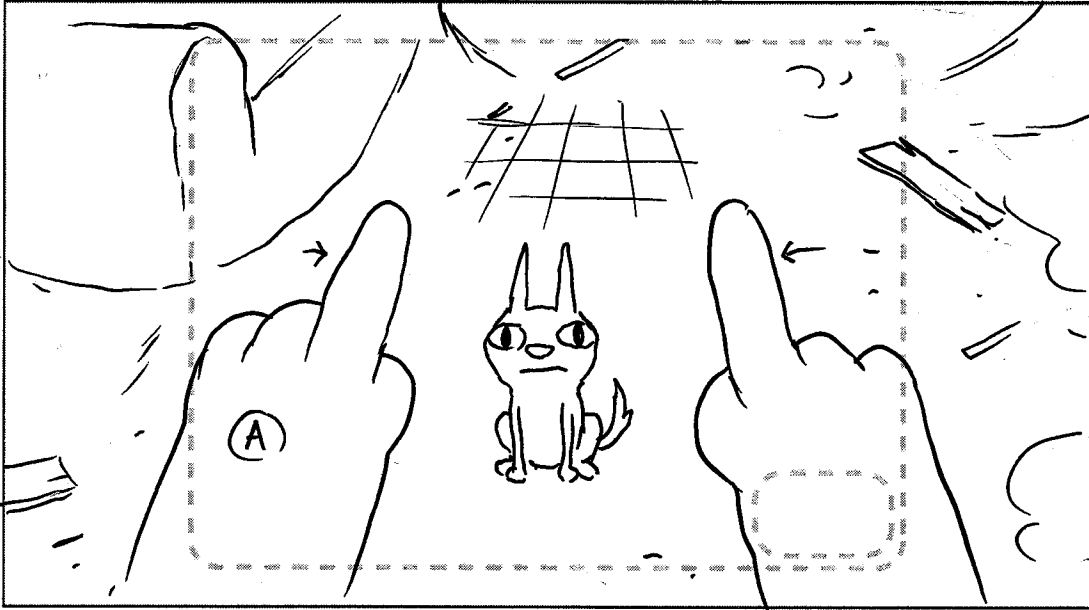
EPISODE # 100863

Production :

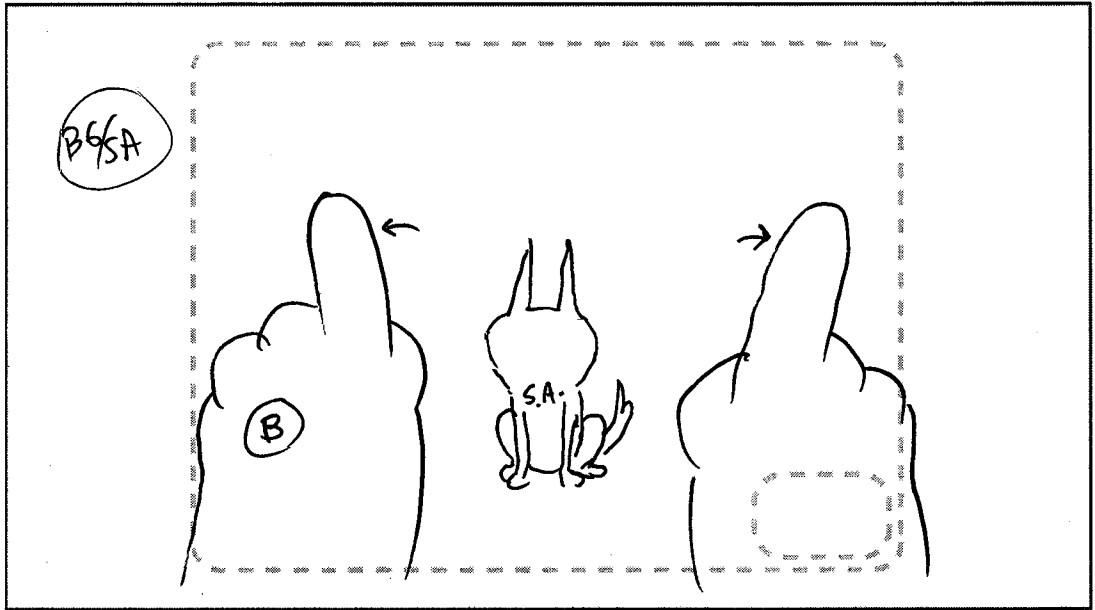
ADVENTURE TIME



Sc. 78 Pnl. A Bg. day night



Sc. 78 Pnl. B Bg. day night



Dialog: GOLEM: (grunt singing) do da do do do do

Action: HANDS MOVE A B A B slowly throughout scene —————>

Timing:

EPISODE # 100863
124
Production :

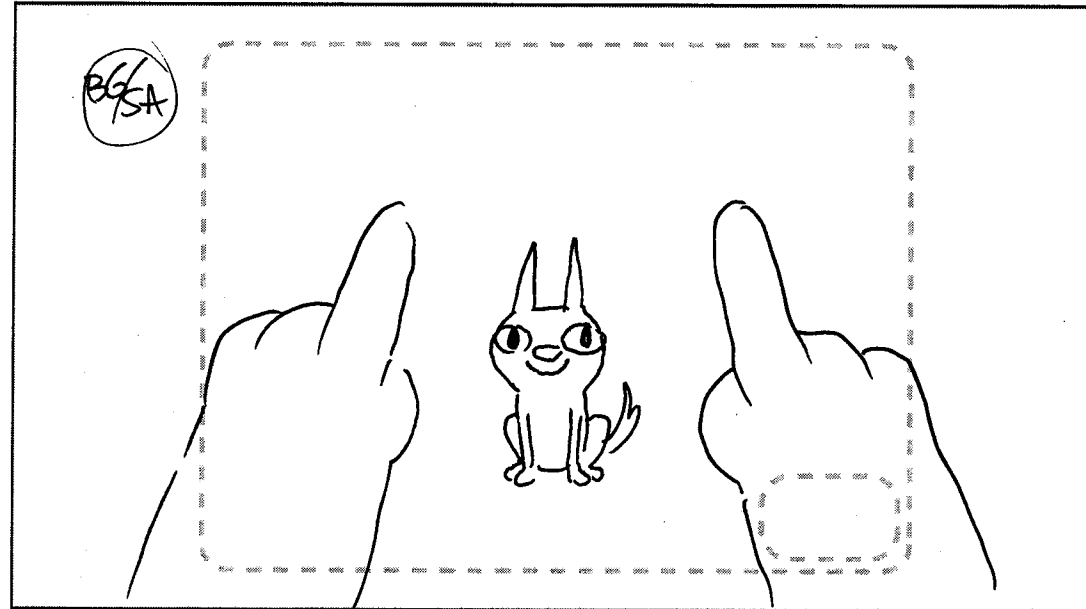
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ADVENTURE TIME

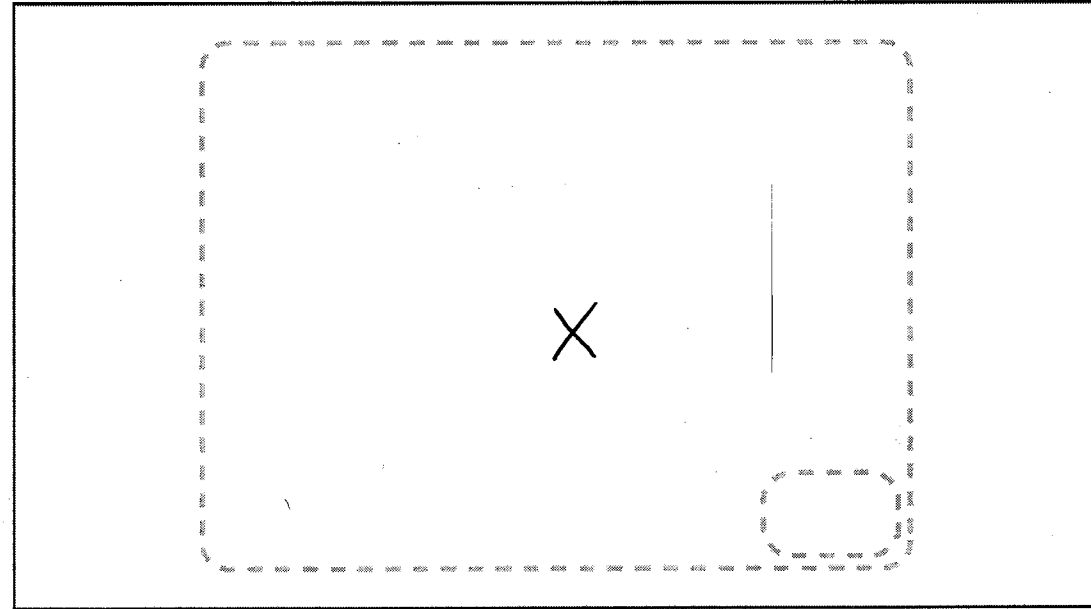


Page 133

Sc. 78 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
(GOLEM) (singing continued)	
Action:	
Timing:	

EPISODE # 100863

Production :

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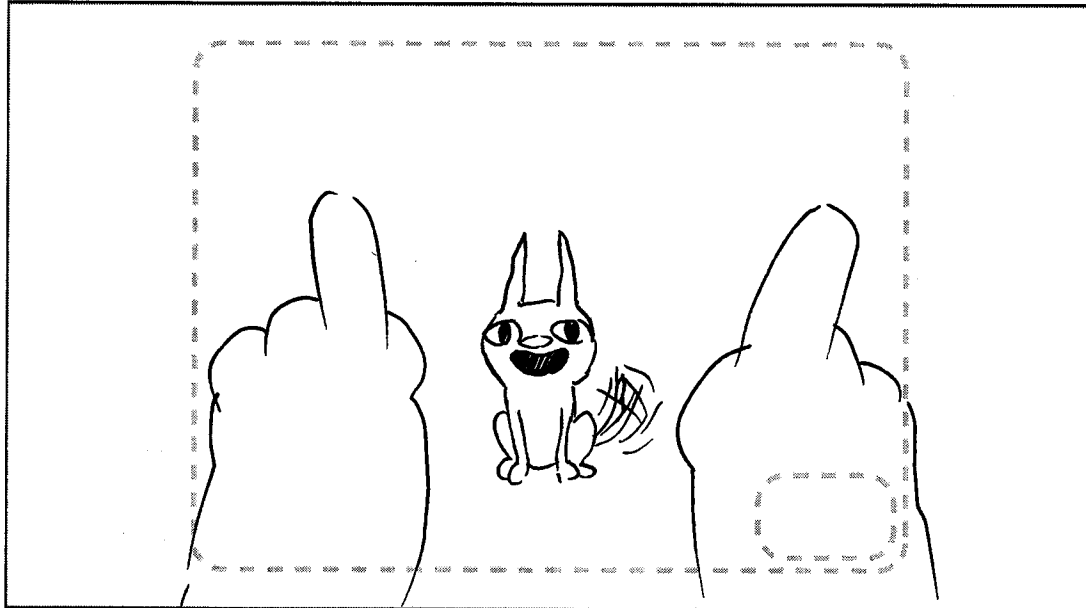
125

ADVENTURE TIME

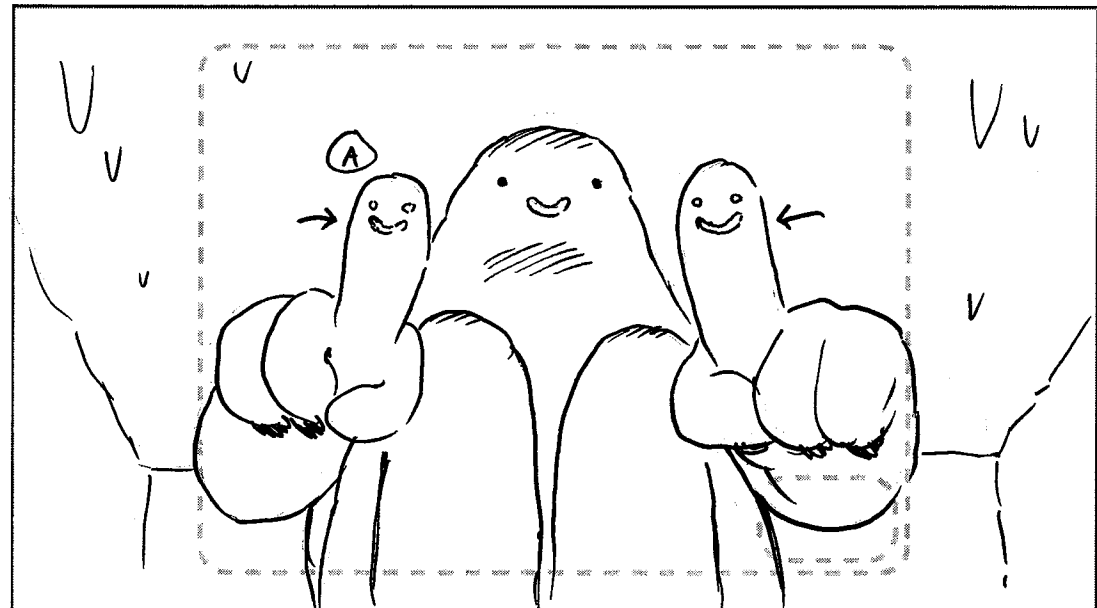


Page 134

Sc. 78 Pnl. D Bg. day night



Sc. 79 Pnl. A Bg. day night



Dialog:

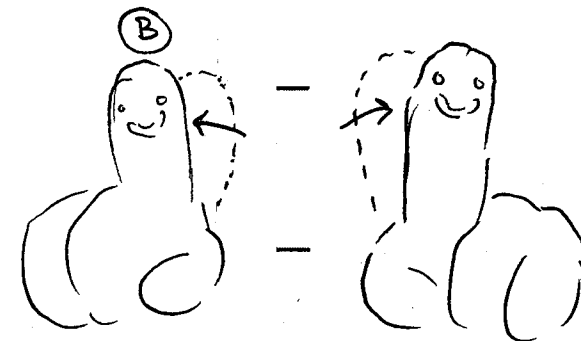
(PUP:) YIP!!

(GOLEM:) do da do

Action:

Fingers move
(A) (B) (A)

Timing:



EPISODE #

100863

126

Production :

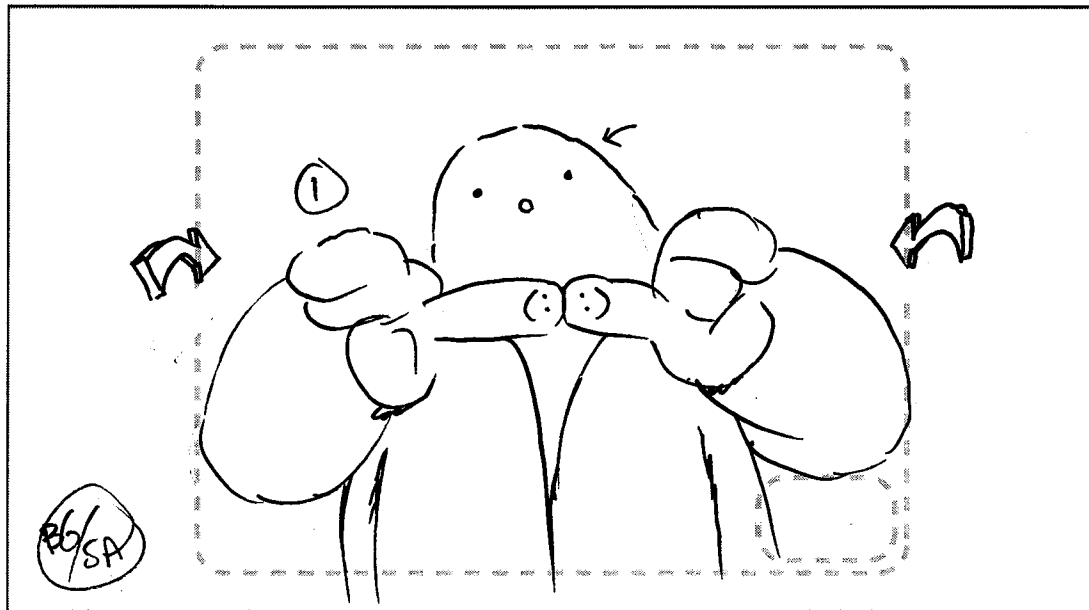
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ADVENTURE TIME

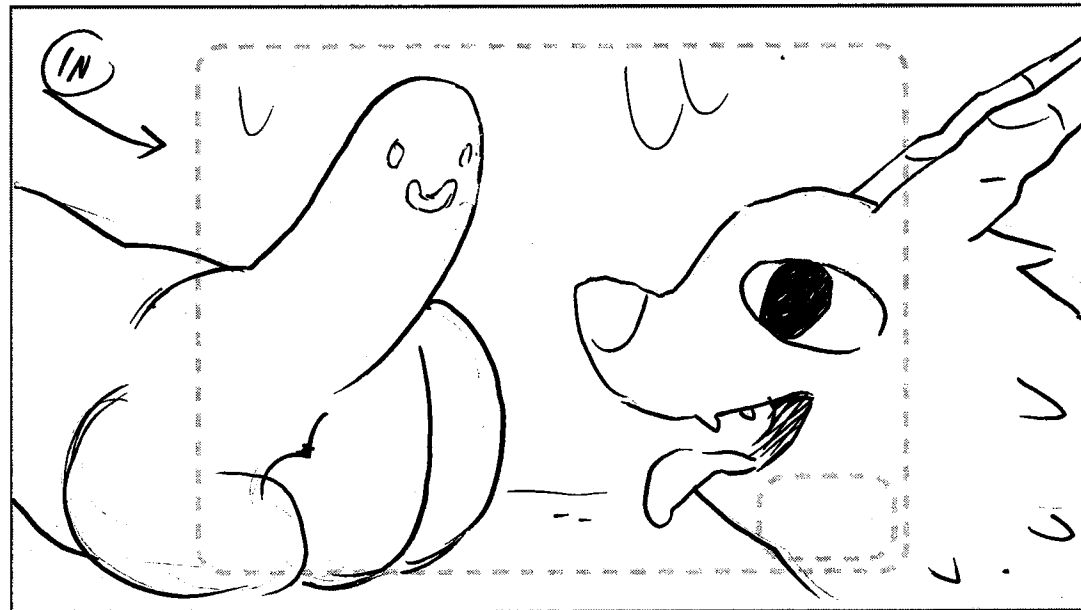


Page 135

Sc. 79 Pnl. B Bg. day night



Sc. 80 Pnl. A Bg. day night

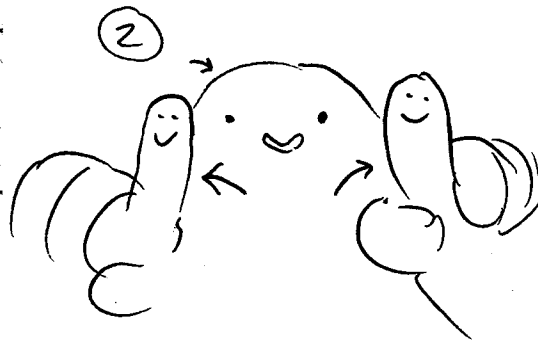


Dialog:

GOLEM: do-do do

Action:

Timing:



GOLEM (O.S.) do-do

Production :

EPISODE #

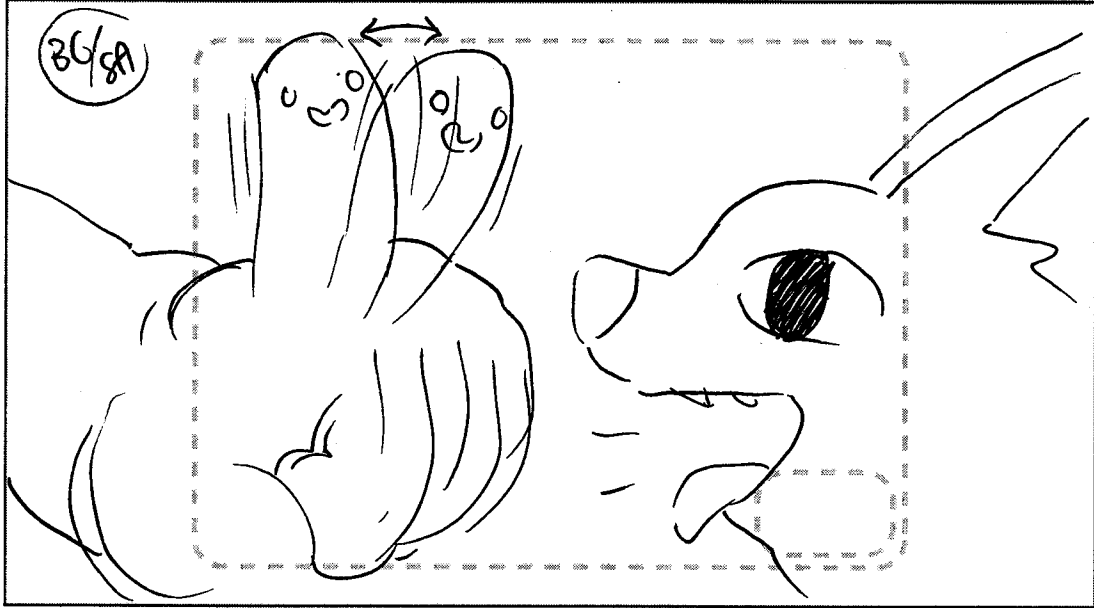
100863

127

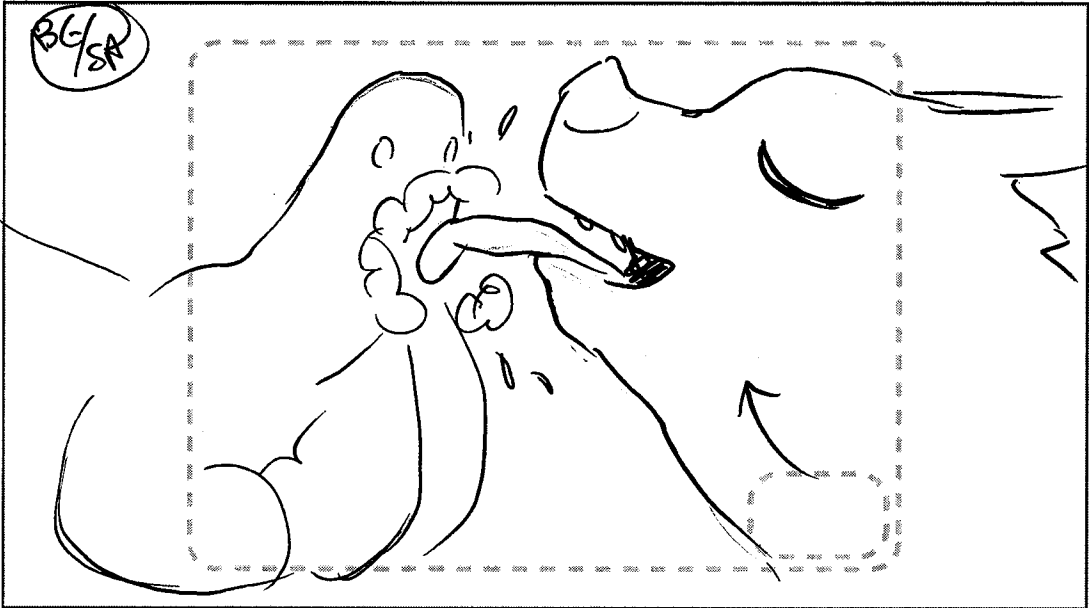
ADVENTURE TIME



Sc. 80 Pnl. B Bg. day night



Sc. 80 Pnl. C Bg. day night



Dialog:	<p>GOLEM (O.S.): do da do</p> <p>PUP:) YIP!</p>	<p>SFX: lick</p> <p>SFX: fsssssss</p>
Action:	<p>-Pup gets excited and licks Golems finger -</p> <p>-Steam comes off and water drops</p>	
Timing:		

EPISODE # 100863

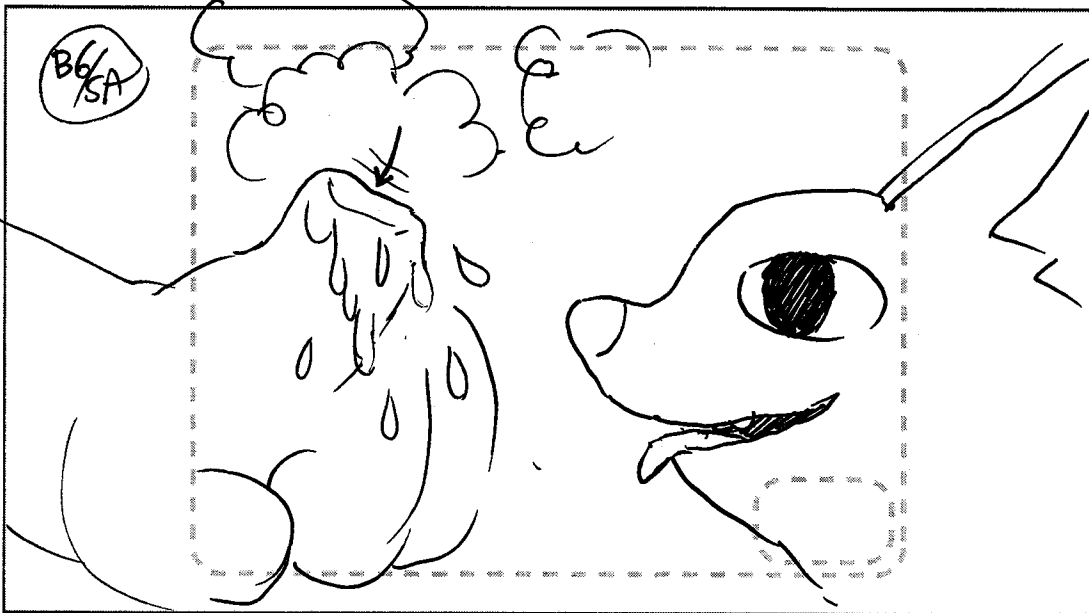
128

Production :

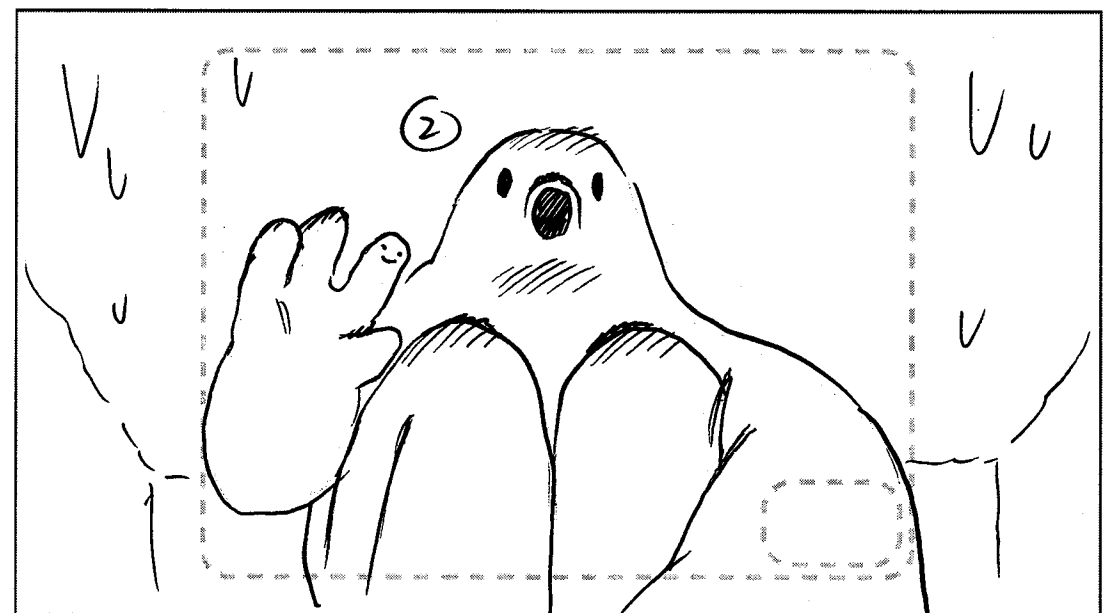
ADVENTURE TIME



Sc. 80 Pnl. D Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog:	(GOLEM:) WHOOOOOO!!
Action:	Finger melts down
Timing:	

EPISODE # 100863

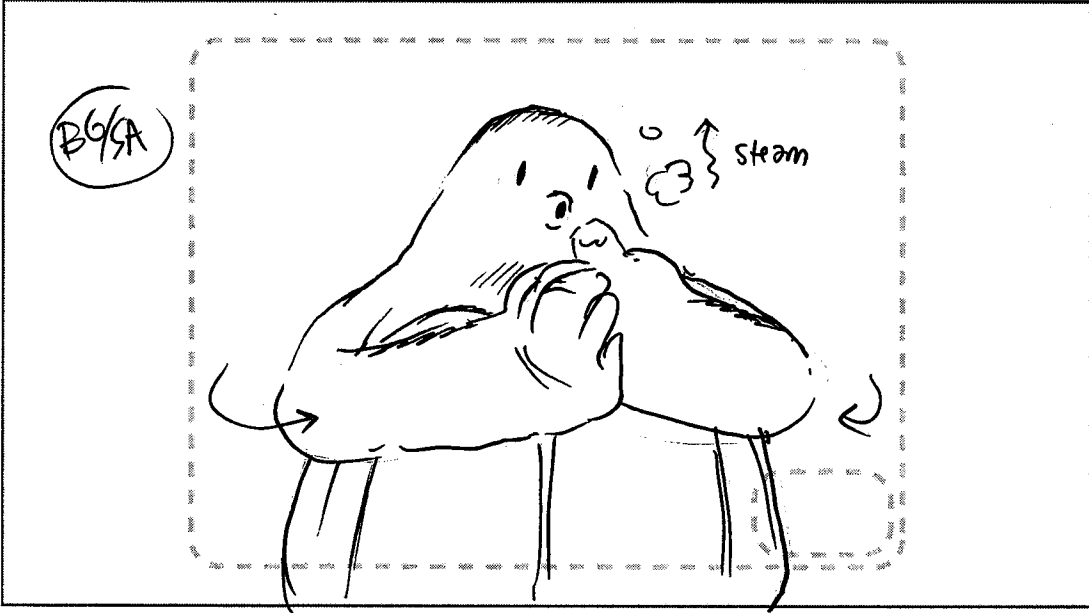
129

Production :

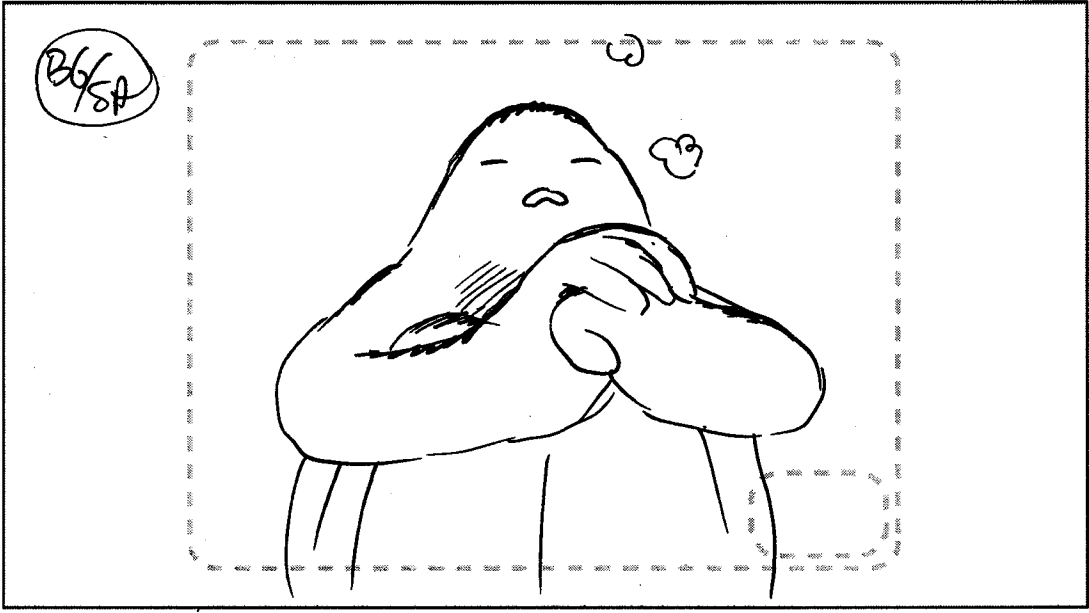
ADVENTURE TIME



Sc. 81 Pnl. B Bg. day night



Sc. 81 Pnl. C Bg. day night



Dialog:	<p>(GOLEM:) * blow blow *</p> <p>(GOLEM:) Ah h h ...</p>
Action:	<p>Golem blows on burnt finger</p>
Timing:	

100863

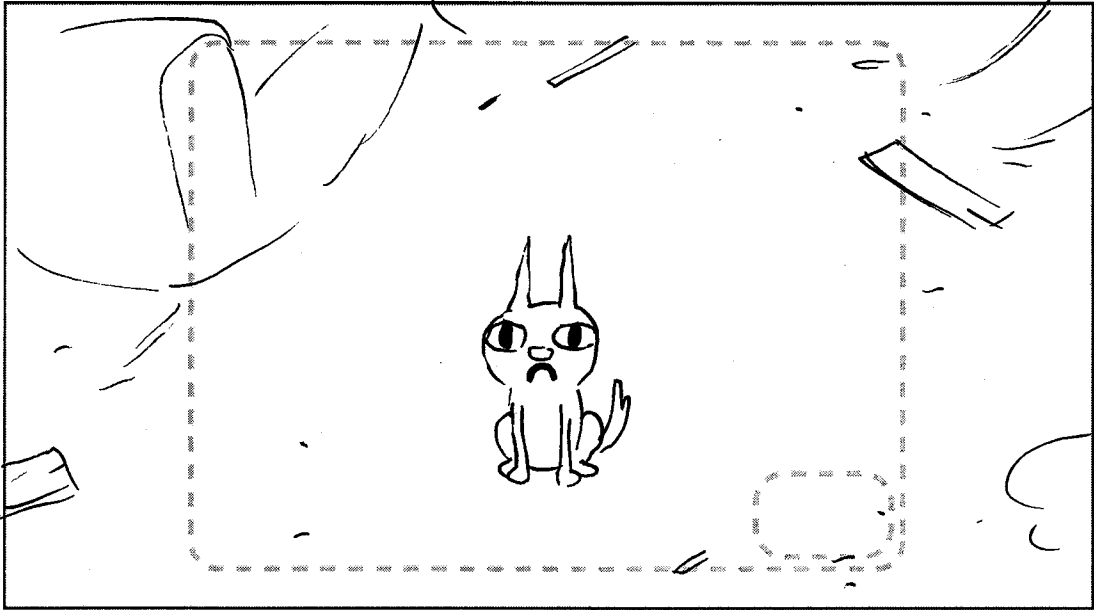
EPISODE #

Production :

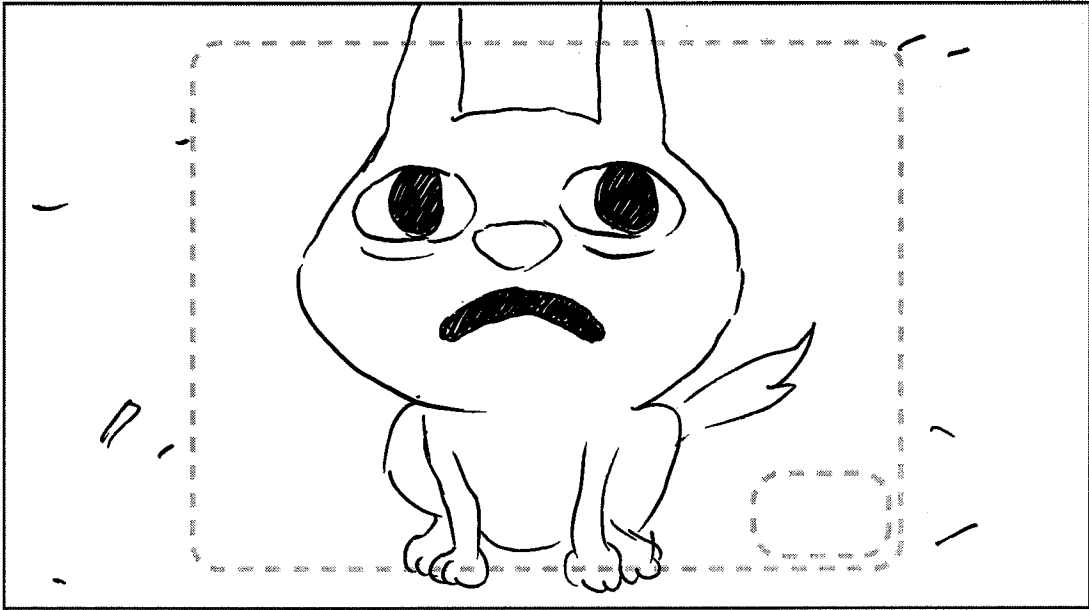
ADVENTURE TIME



Sc. 82 Pnl. A Bg. day night



Sc. 83 Pnl. A Bg. day night



Dialog:

Golem (U.S.) Ah ah-

Golem (CS) ah ah ah

Action:

Timing:

EPISODE # 100863

Production :

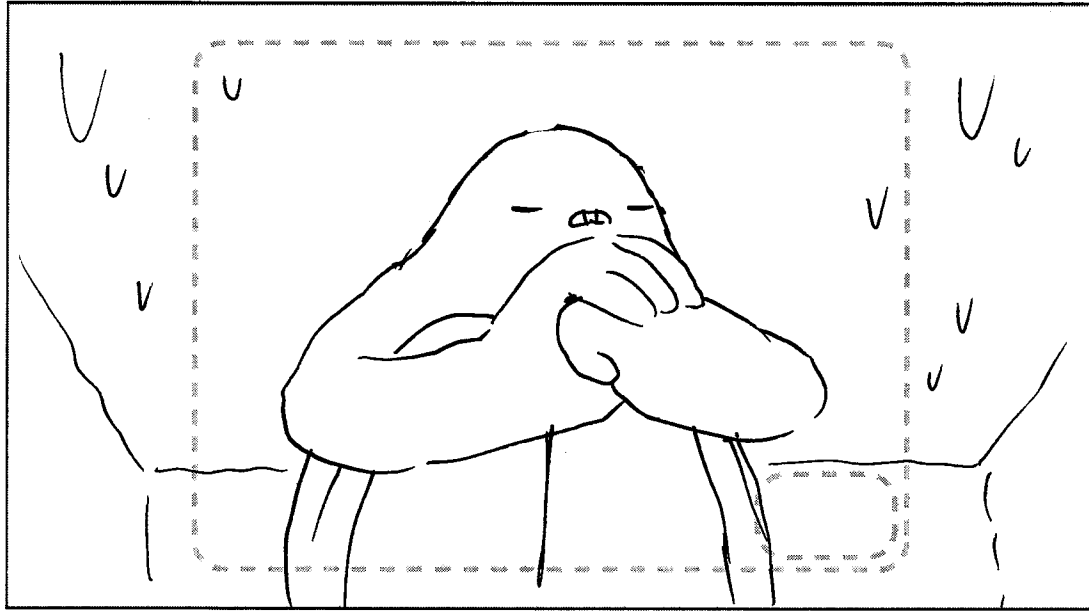
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ADVENTURE TIME

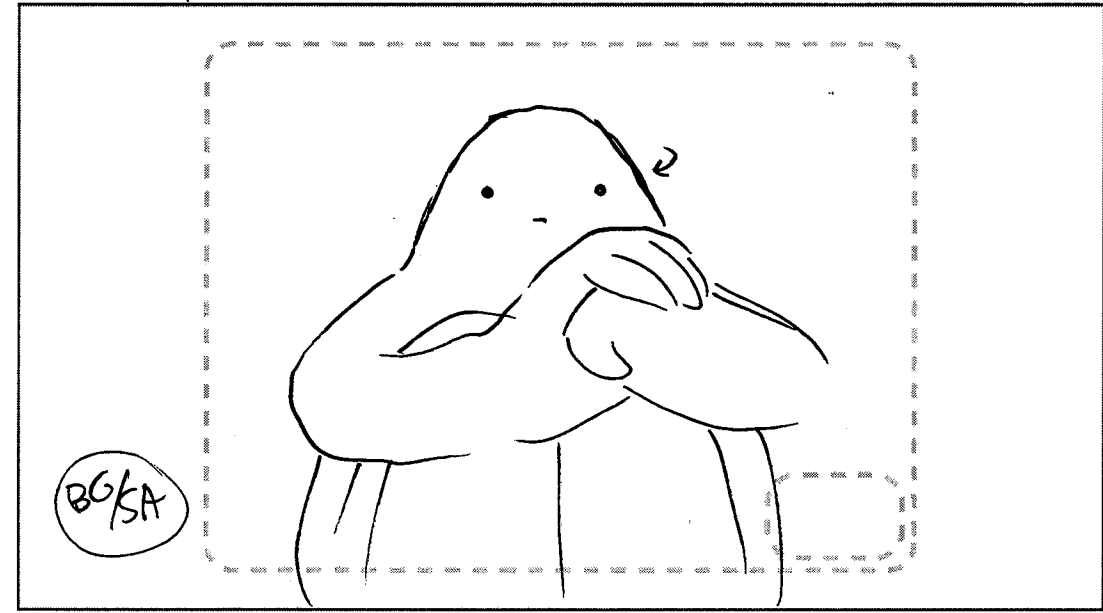


Page 146

Sc. 84 Pnl. A Bg. day night



Sc. 84 Pnl. B Bg. day night



Dialog:	
<u>Golem:</u> Keeeesh	<u>PUP</u> <u>OS</u> : *whimper whimper*
Action:	
Timing:	

EPISODE # 100863

152

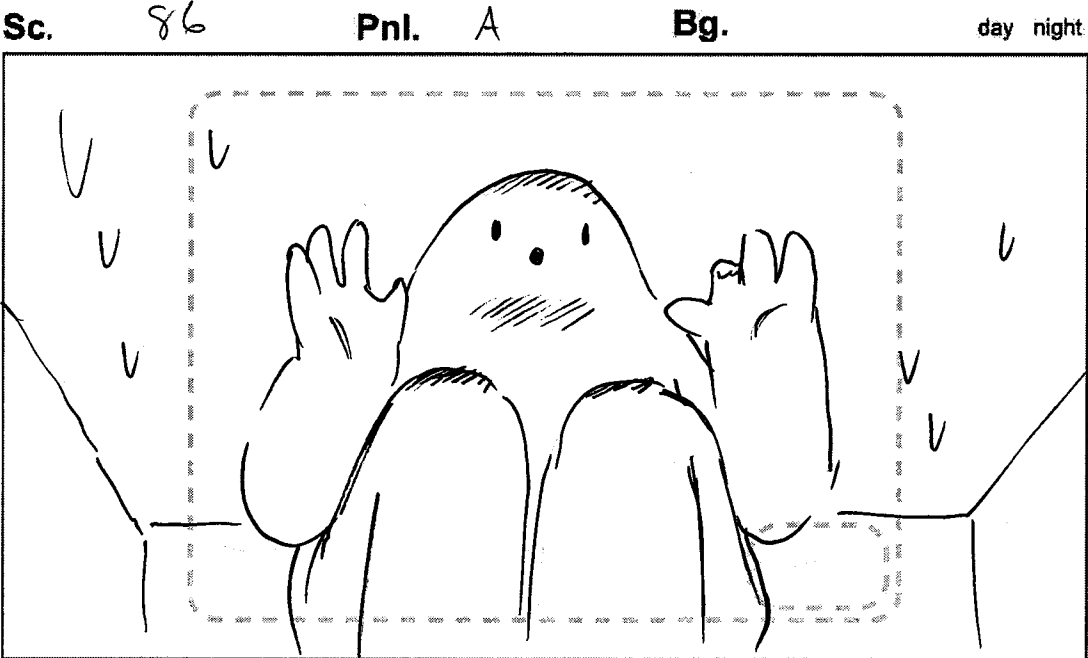
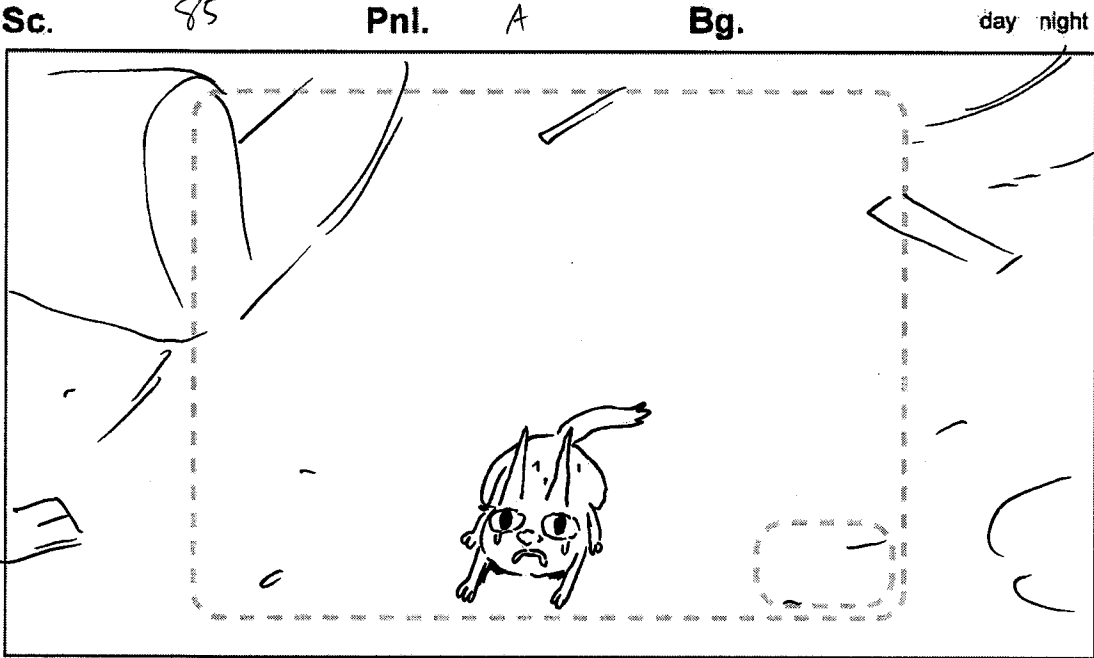
Production :

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ADVENTURE TIME



Page 141



Dialog:
<p>(PUP:) * whimper whimper *</p> <p>(GOLEM:) nya!</p>
Action:
Timing:

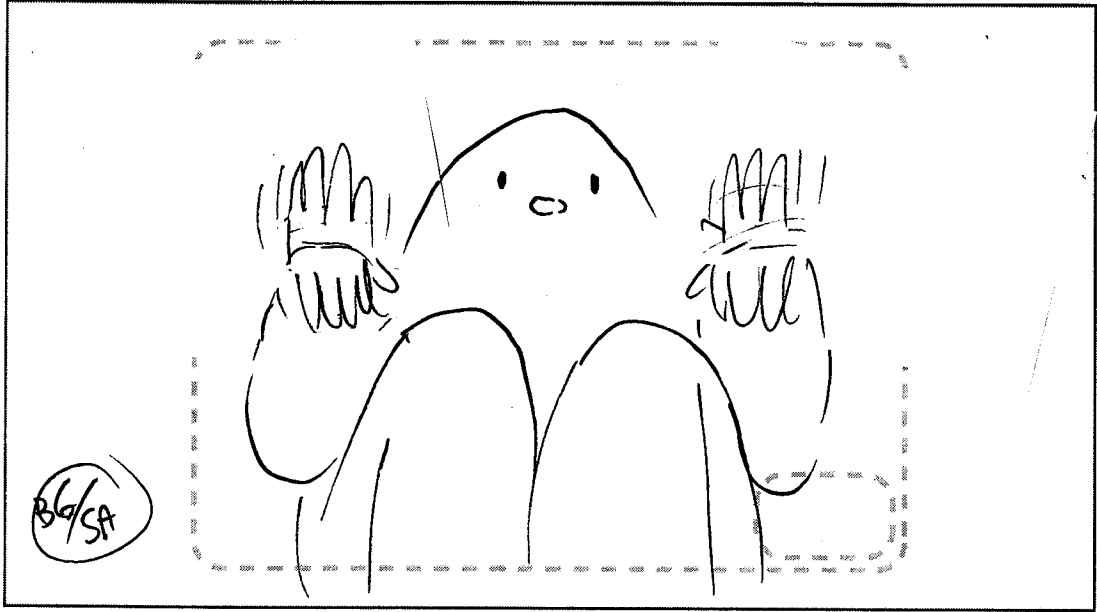
EPISODE # 100863

Production :

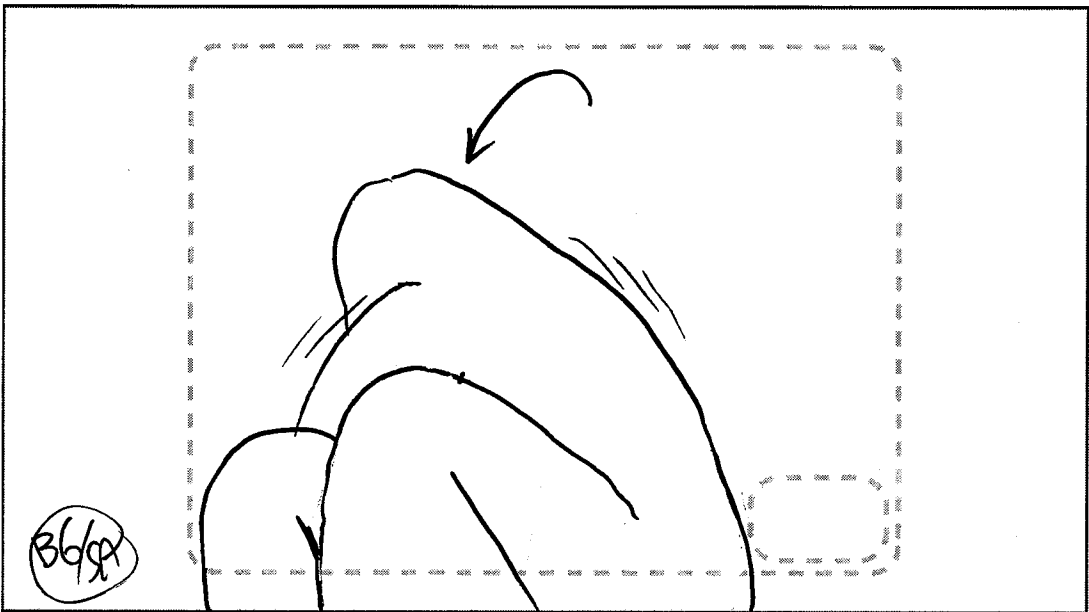
ADVENTURE TIME



Sc. 86 Pnl. B Bg. day night



Sc. 86 Pnl. C Bg. day night



Dialog:	
(G):	na na na -
Action:	
Timing:	

EPISODE # 100863

Production :

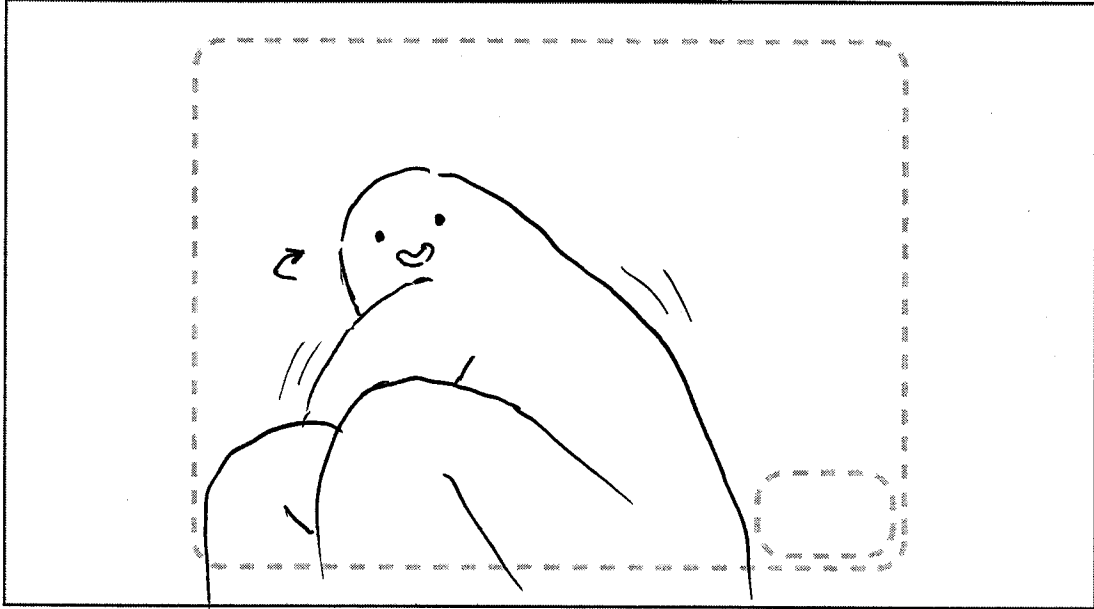
134

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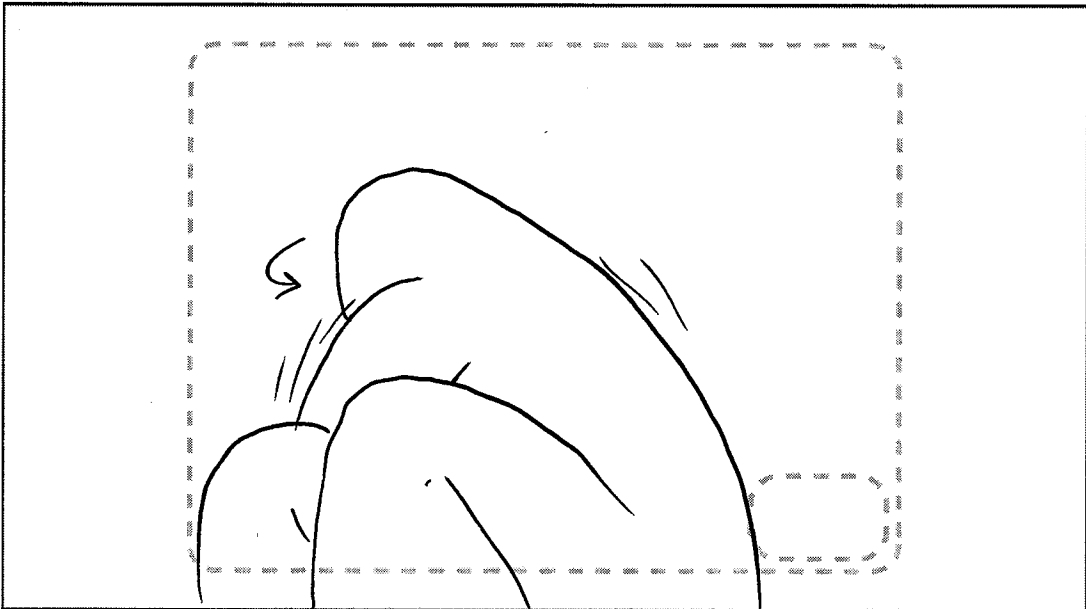
ADVENTURE TIME



Sc. 86 Pnl. D Bg. day night



Sc. 86 Pnl. E Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100863

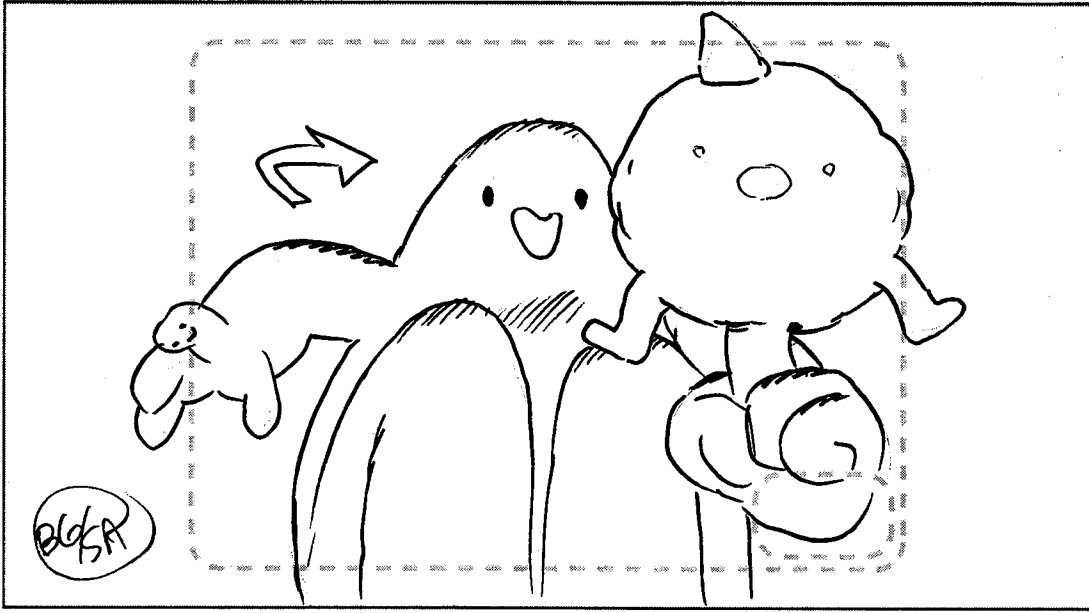
Production :

135

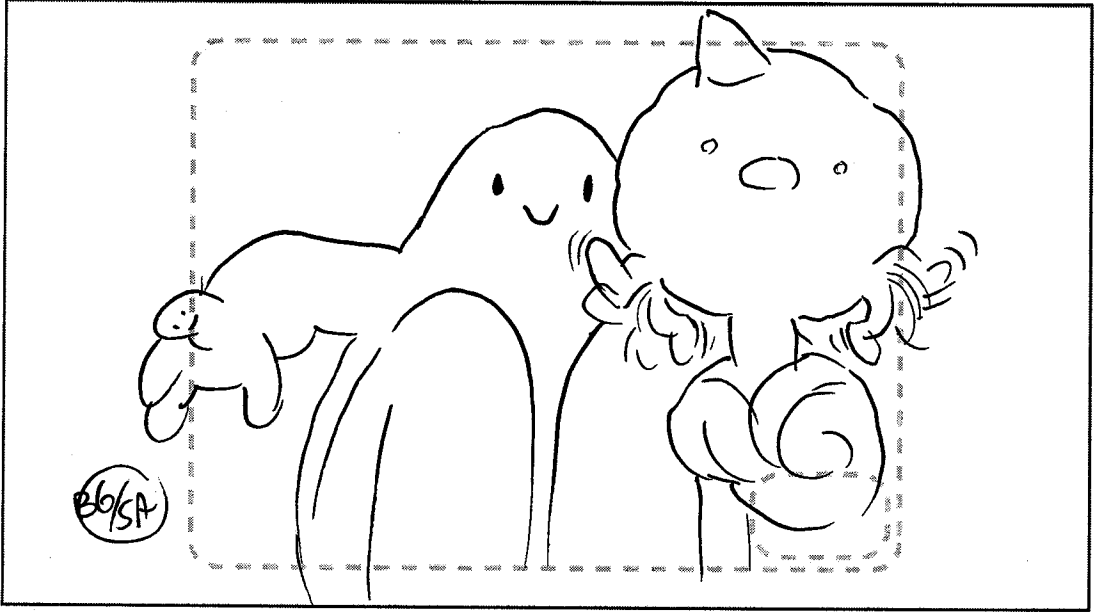
ADVENTURE TIME



Sc. 86 Pnl. 7 Bg. day night



Sc. 86 Pnl. 6 Bg. day night



Dialog:	(GOLEM:) BLAUGH!
Action:	puppet kicks legs rapidly
Timing:	

EPISODE # 100863

136

Production :

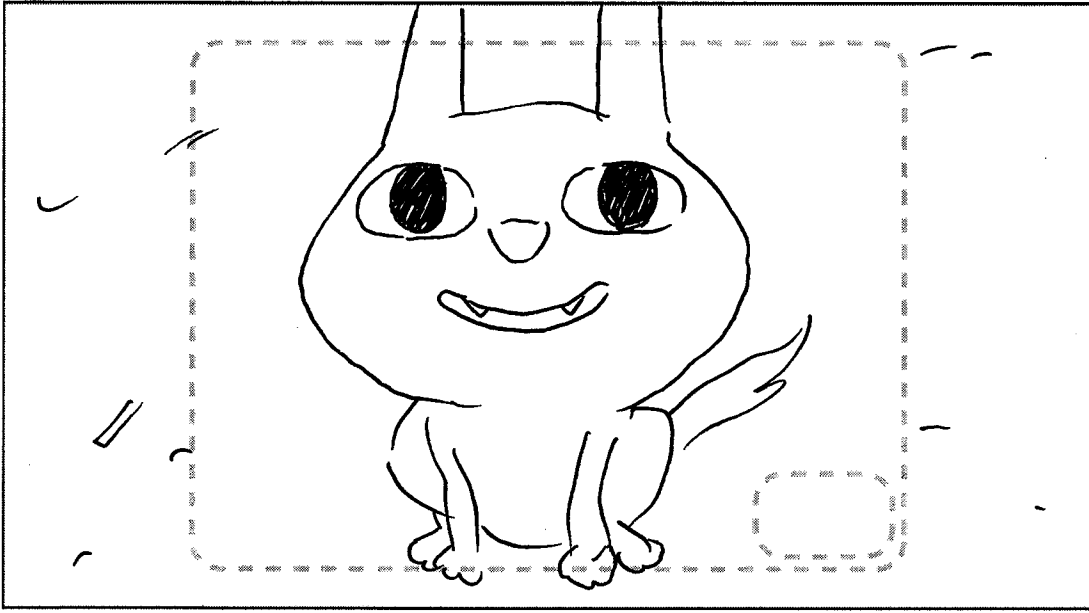
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ADVENTURE TIME

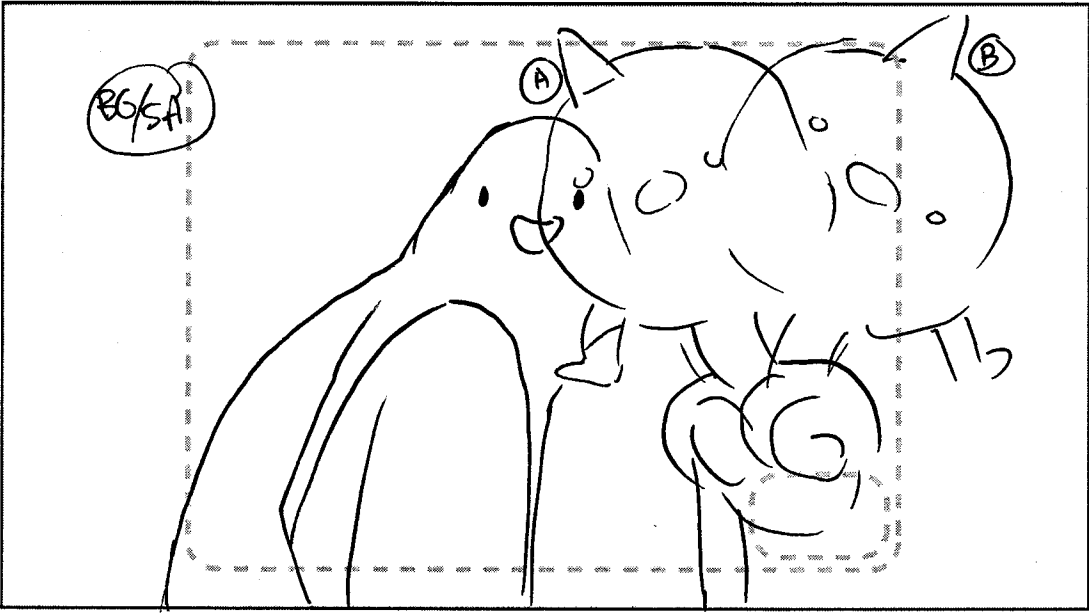


Page 145

Sc. 87 Pnl. A Bg. day night



Sc. 88 Pnl. A Bg. day night



Dialog:	(Golem:) Blough blough
Action:	(A) (B) (A) (B)
Timing:	

EPISODE #

Production :

100863

137

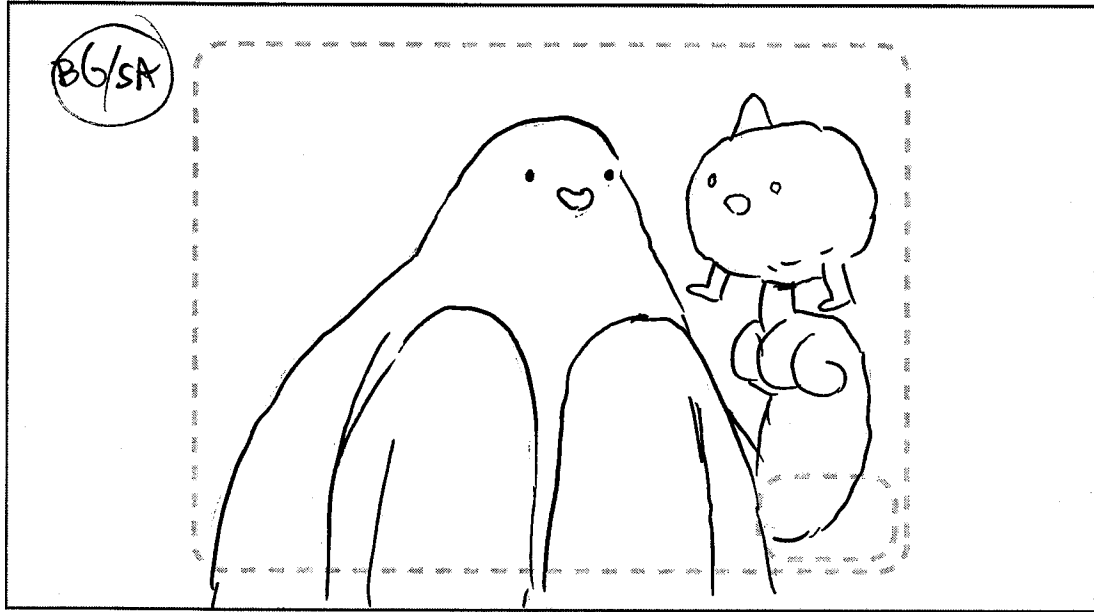
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ADVENTURE TIME



Sc. 88 Pnl. B Bg. day night



Sc. 88 Pnl. C Bg. day night



Dialog:	(Golem:) heh heh heh	(Golem:) do - do - do - do
Action:		
Timing:		

EPISODE #

100863

128

Production :

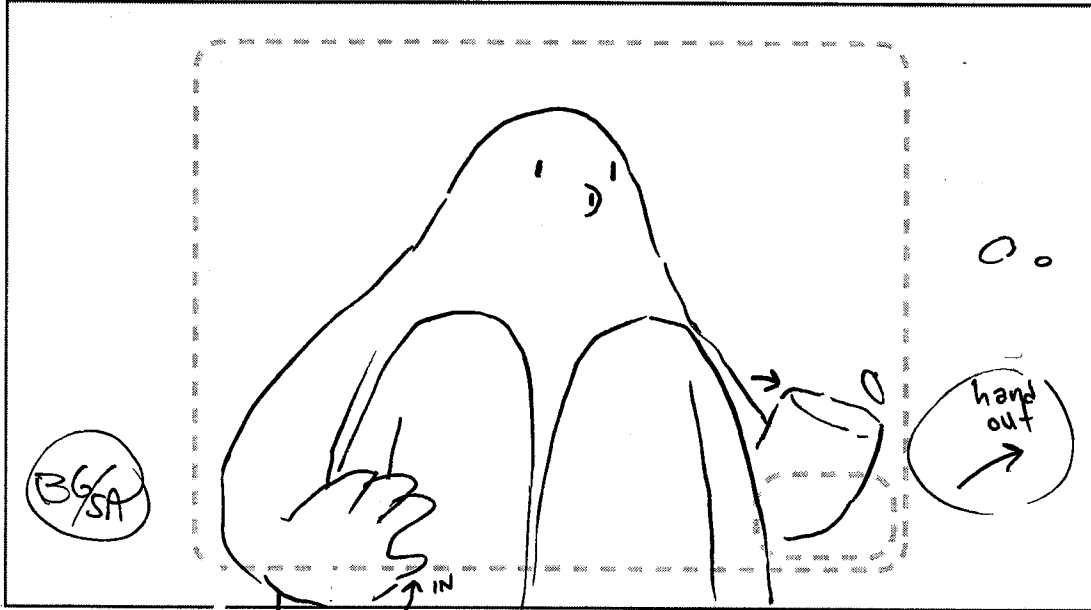
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ADVENTURE TIME

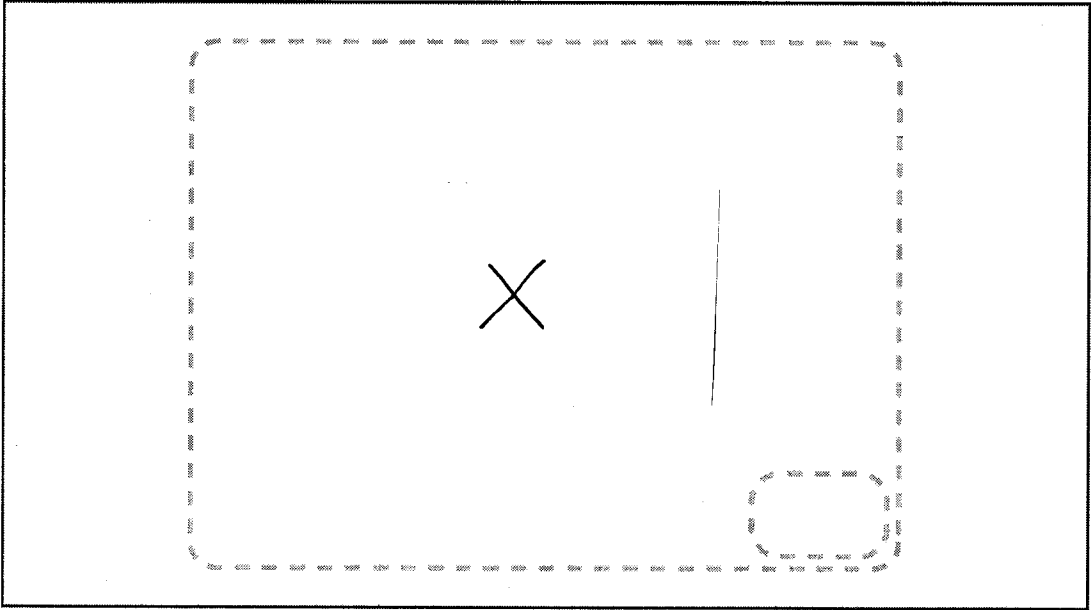


Page 147

Sc. 88 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: <u>Puppet snaps off and flies offscreen</u>
Timing:

Production :

EPISODE #

100863

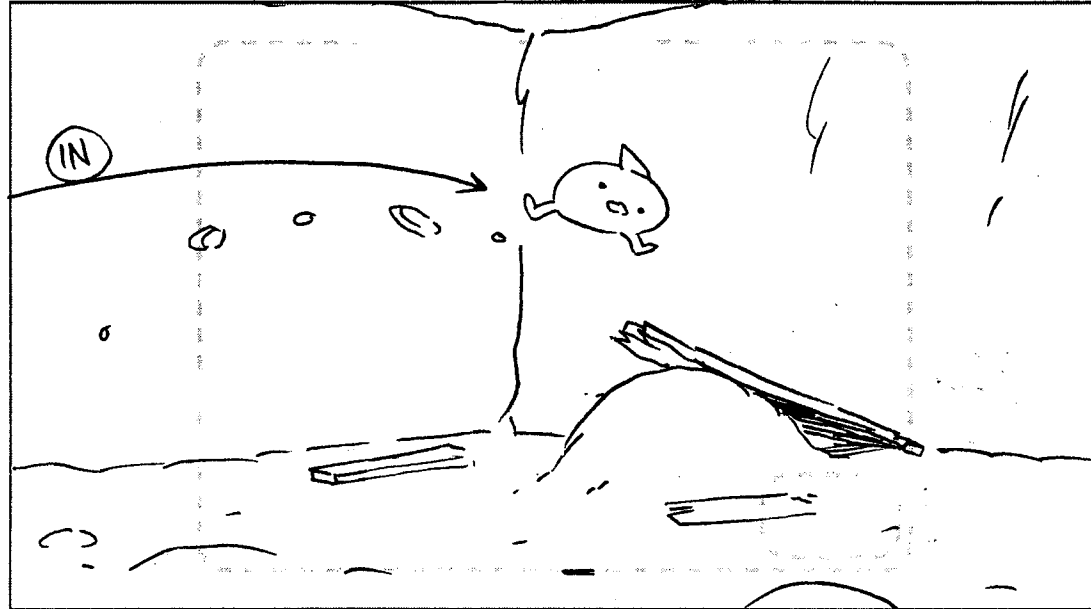
139

ADVENTURE TIME

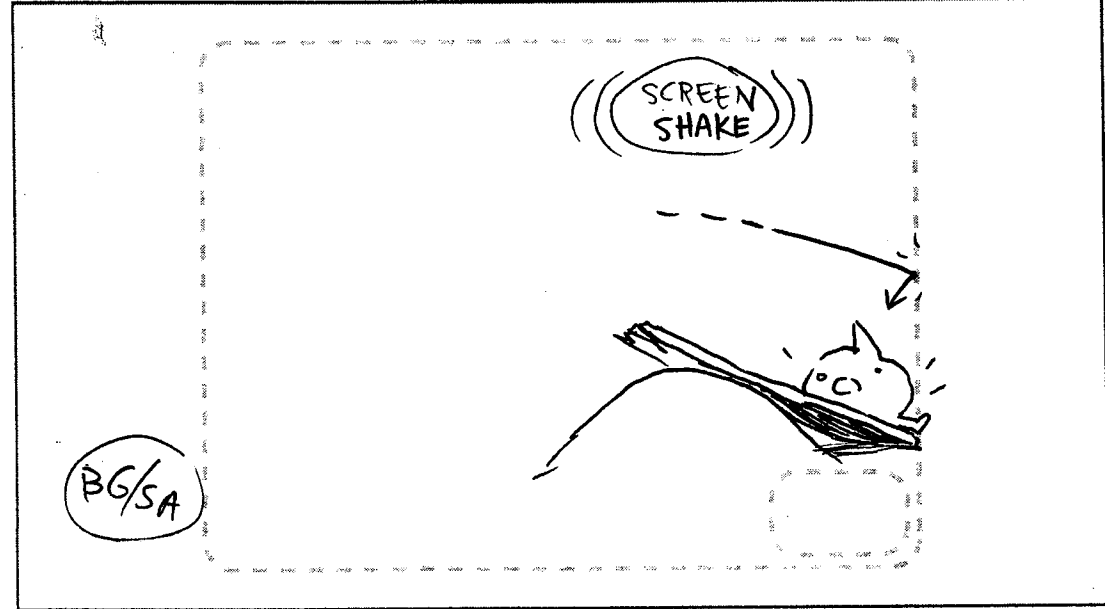


Page 148

Sc. 89 Pnl. A Bg. day night



Sc. 89 Pnl. B Bg. day night



Dialog:

(SFX:) WHANG!

Action:

Screen shake as Puppet bounces off wall

Timing:

EPISODE # 100863

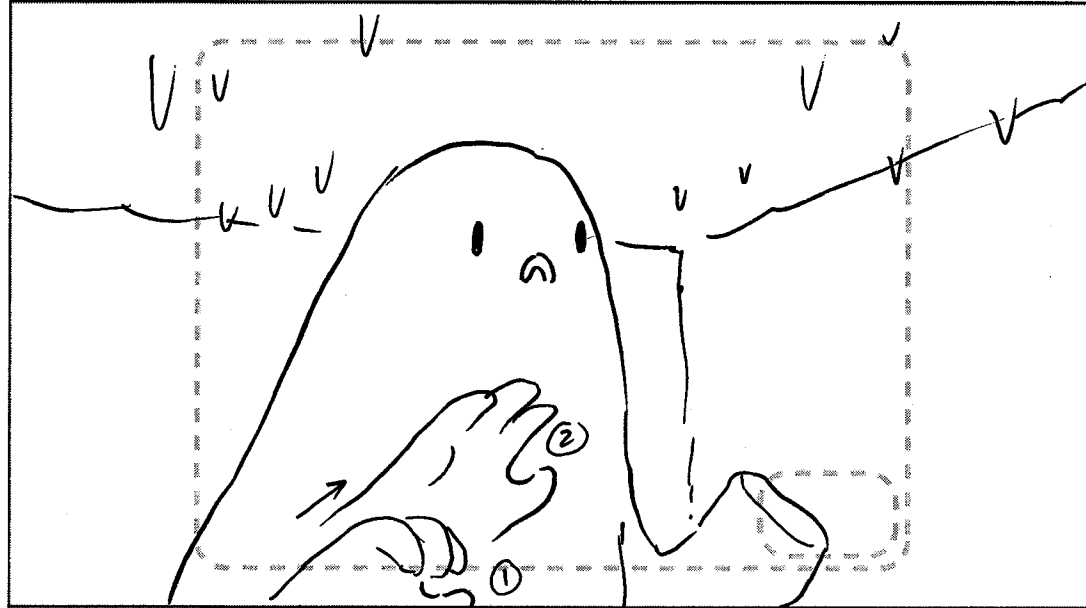
Production :

ADVENTURE TIME

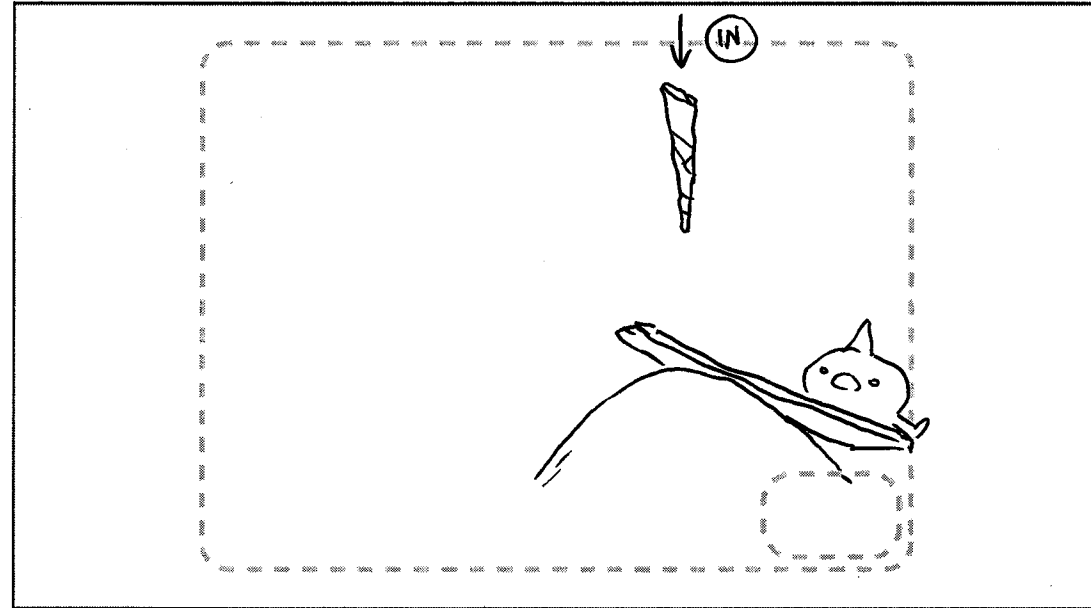


Page 149

Sc. ~~90~~ 90 Pnl. A Bg. day night



Sc. ~~91~~ 91 Pnl. A Bg. day night



Dialog:

GOLEM: - AHT -

Action:

Iceicle falls onto board

Timing:

EPISODE # 100863

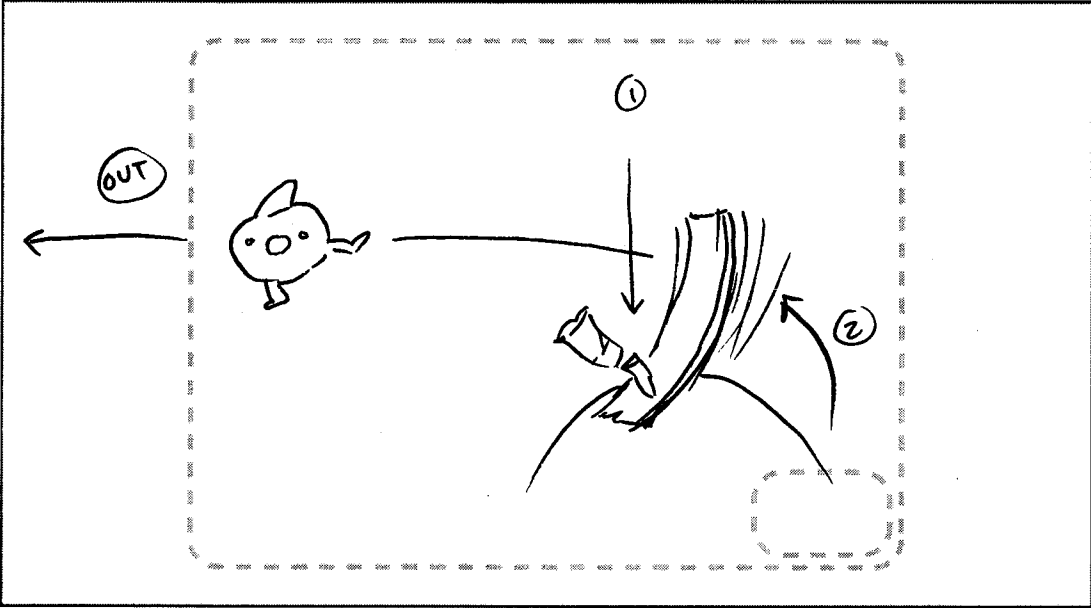
Production :

141

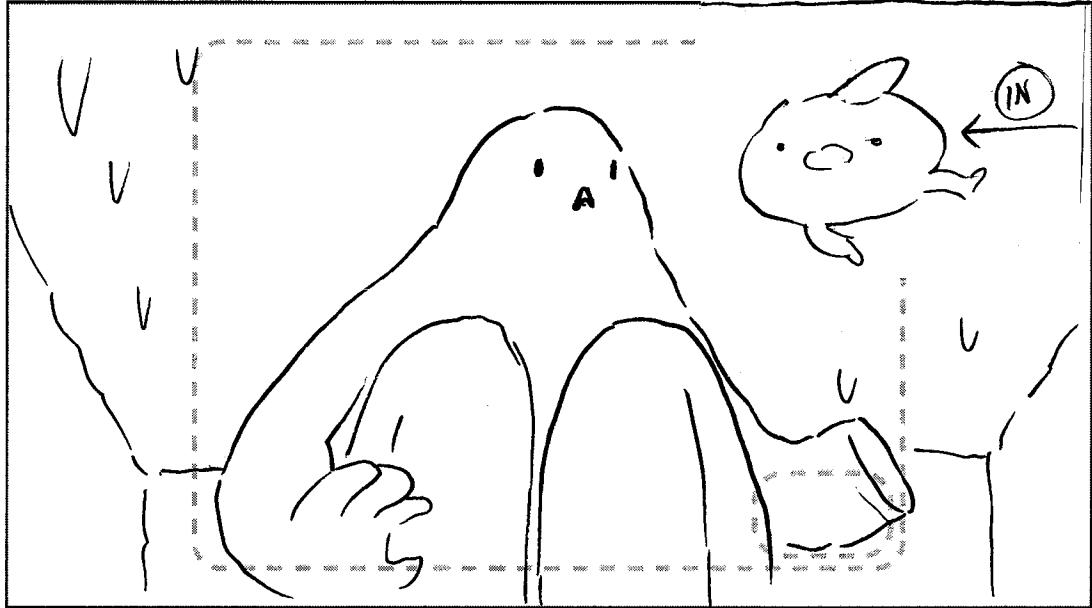
ADVENTURE TIME



Sc. 91 Pnl. B Bg. day night



Sc. 92 Pnl. A Ba. day night



Dialog:	SFX: WHANG!
Action:	puppet shoots offscreen
Timing:	

EPISODE # 100863

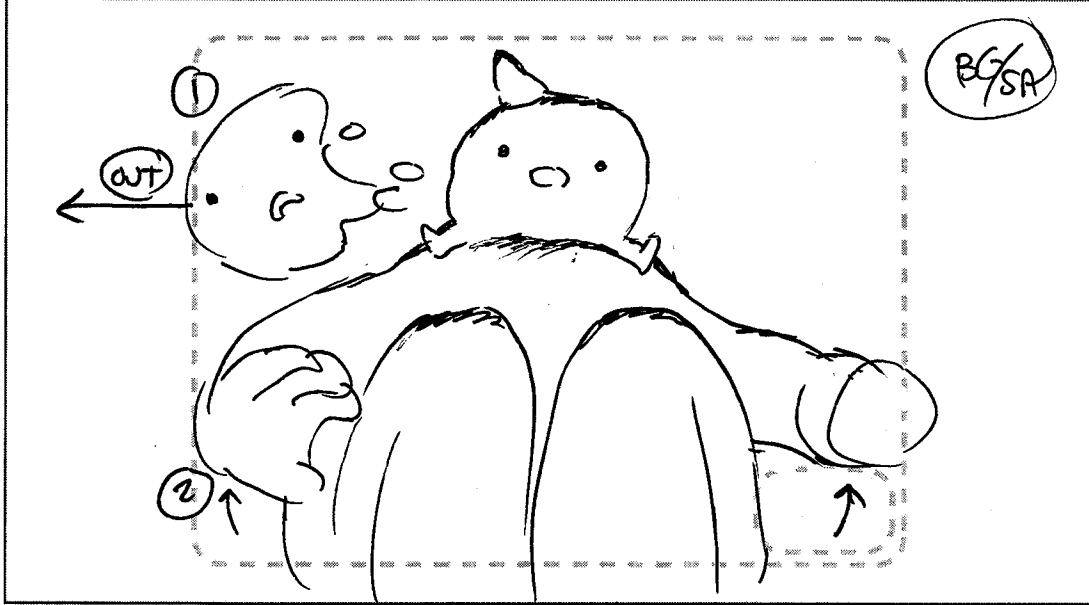
42

Production :

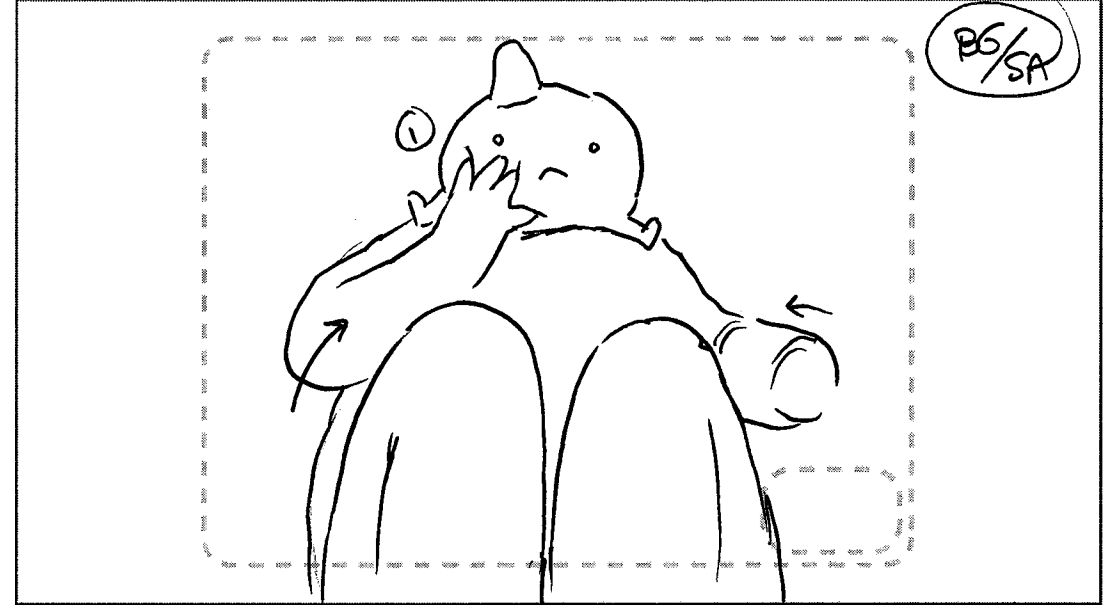
ADVENTURE TIME



Sc. 92 Pnl. B Bg. day night



Sc. 92 Pnl. C Bg. day night



Dialog:	
Action:	puppet knocks off golems head
	Golem feels face inquisitively
Timing:	



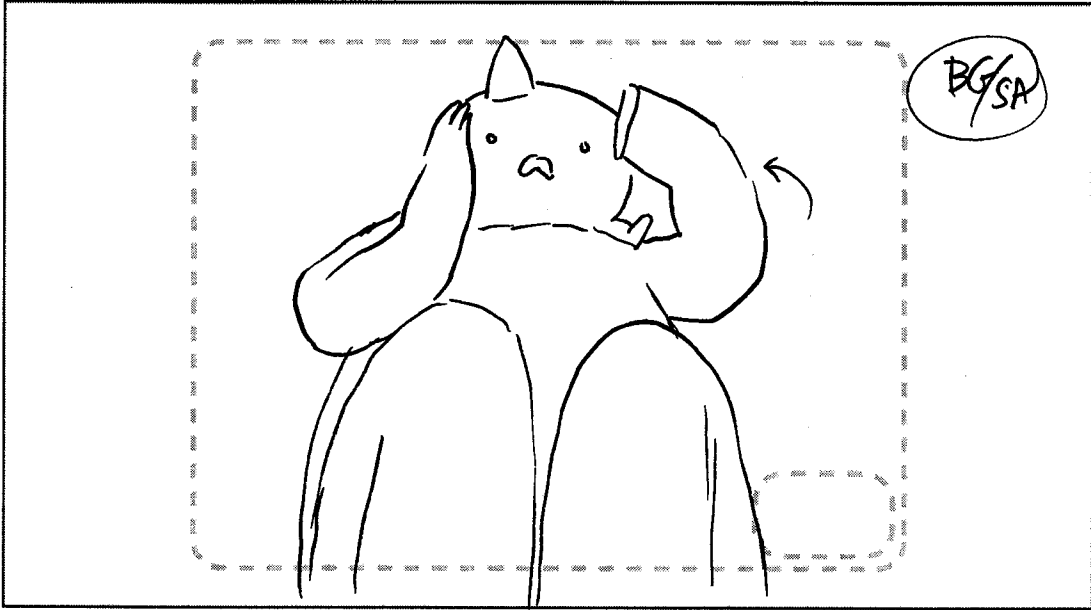
EPISODE # 100863

Production :

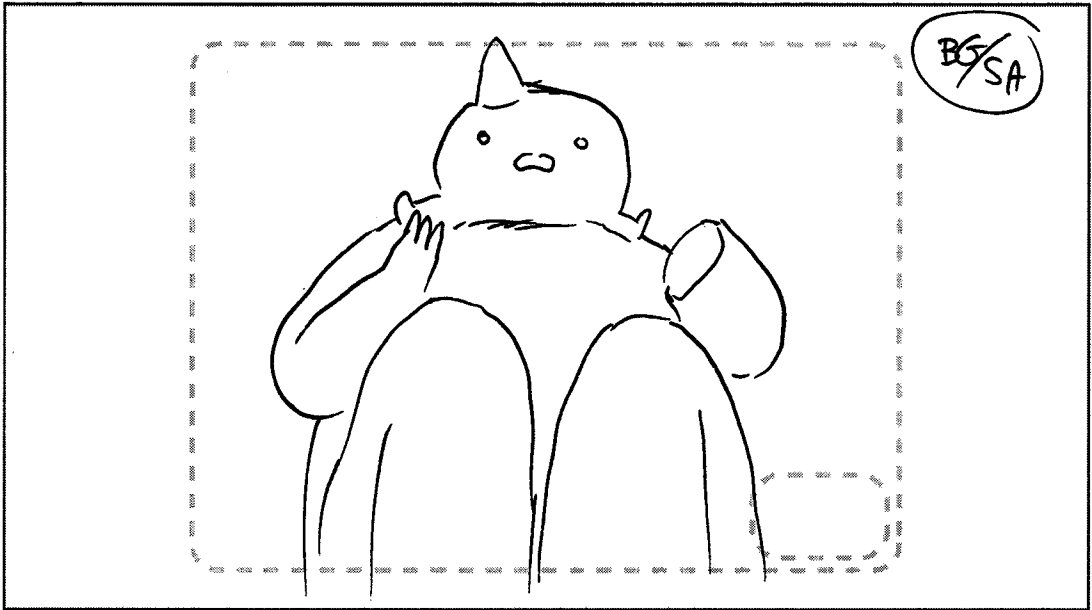
ADVENTURE TIME



Sc. 92 Pnl. D Bg. day night



Sc. 92 Pnl. E Bg. day night



Dialog:	<p>Golem : [HELIUM VOICE]: bwah?</p> <p>Golem: [HELIUM VOICE]: bwah nyah gah?</p>
Action:	<p>Golem realizes his head has been replaced</p>
Timing:	

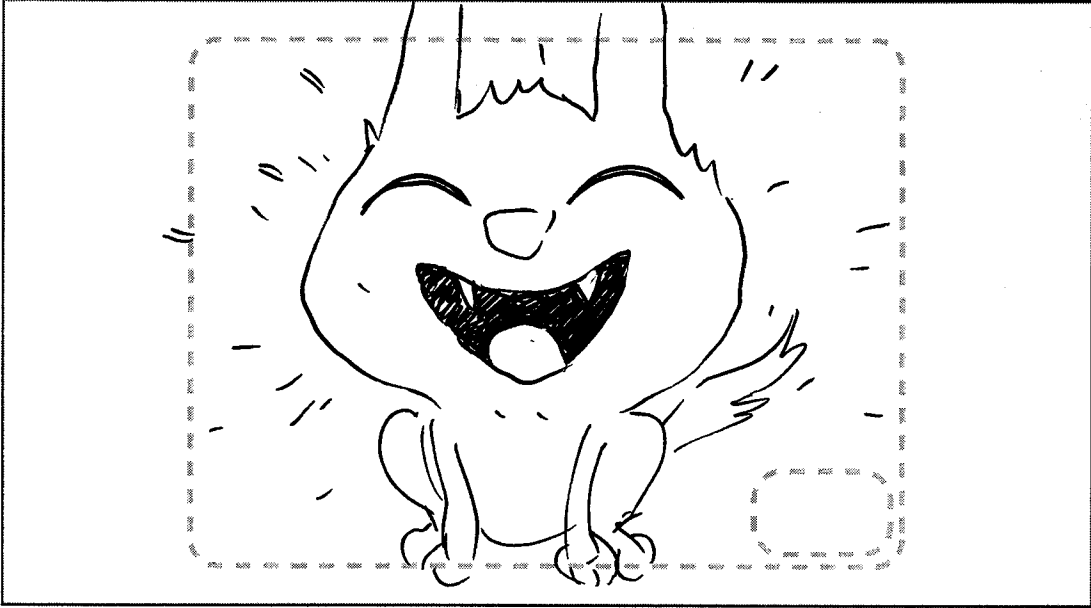
EPISODE # 100863

Production :

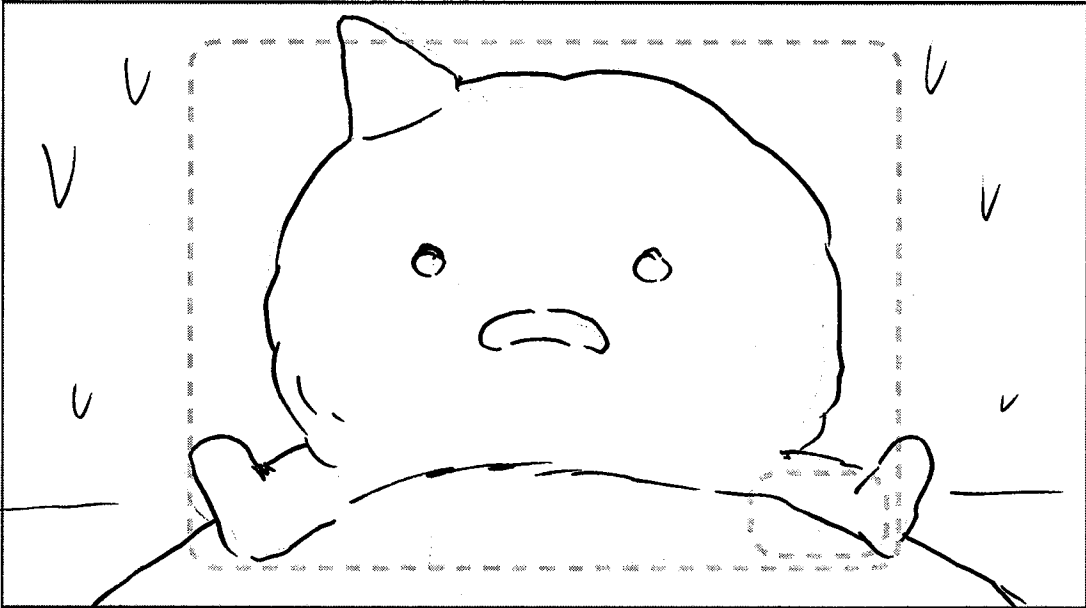
ADVENTURE TIME



Sc. 93 Pnl. A Bg. day night



Sc. 94 Pnl. A Bg. day night



Dialog:	(PUP:) YIP YIP YIP YIP !!!
Action:	Pup yips happily - sparks come off him
Timing:	

EPISODE # 100863

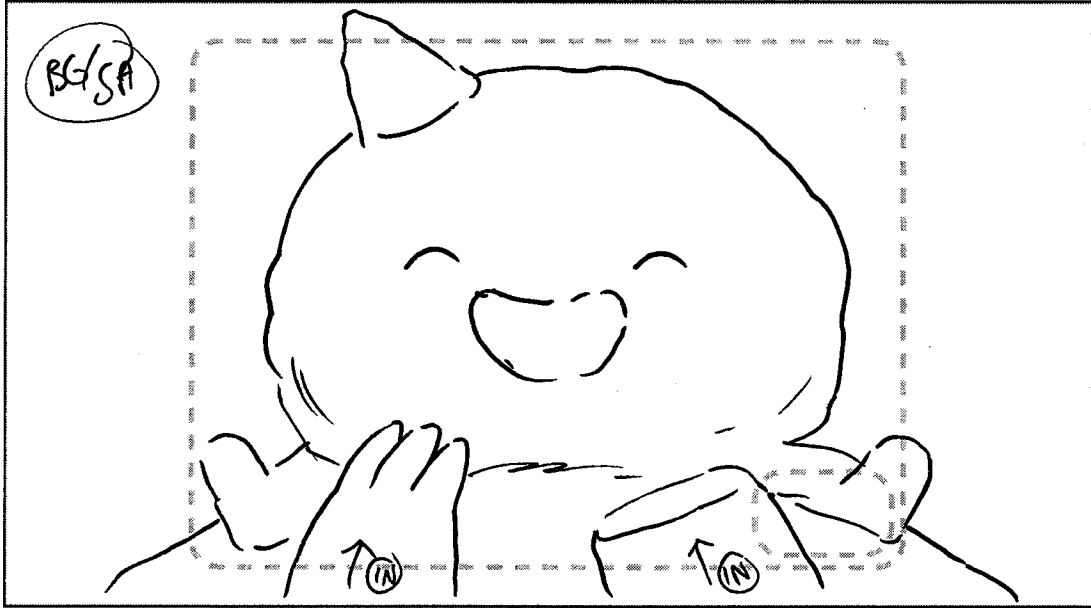
145

Production :

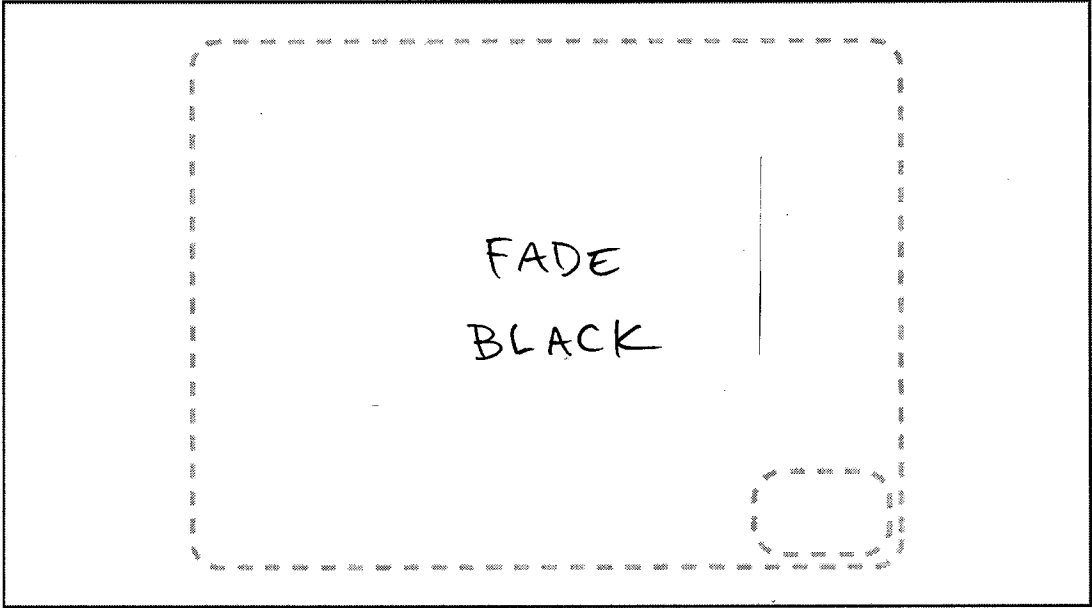
ADVENTURE TIME



Sc. ~~44~~ 94 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:
(GOLEM): [HELIUM VOICE]: ha ha ha ha ha!
Action:
Timing:

EPISODE # 100863

146

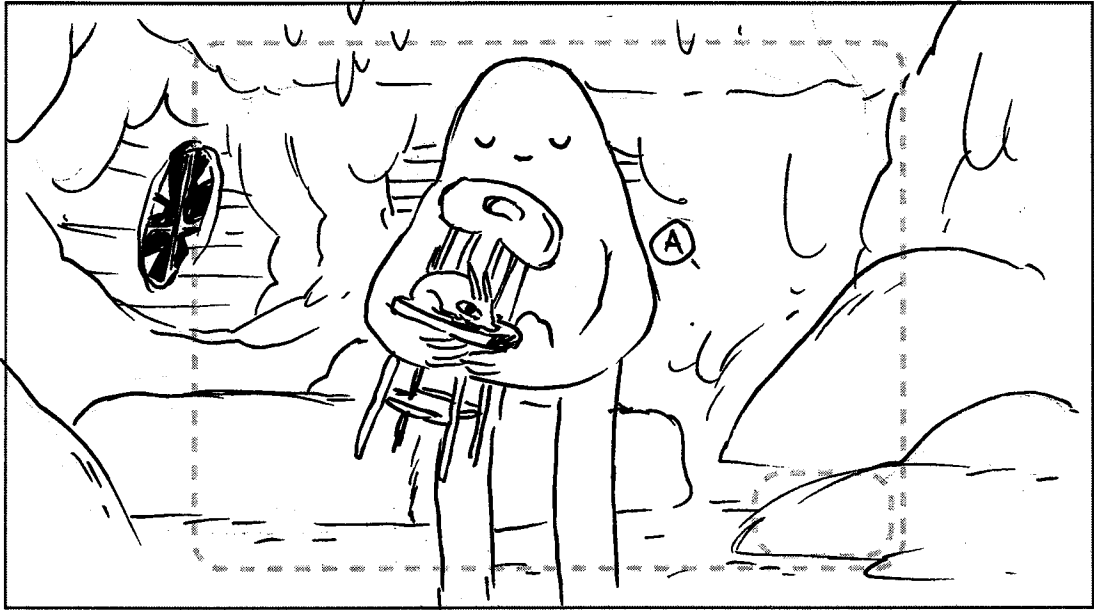
Production :

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ADVENTURE TIME



Sc. 95 Pnl. A Bg. day night



Sc. 96 Pnl. A Bg. day night



Dialog: GOLEM: (humming lullaby): mm mn mmm
mn mnn mn

GOLEM: *still humming*

Action: ABAB
Golem rocks pup as
he hums lullaby

Timing:



ABA

EPISODE # 100863

Production :

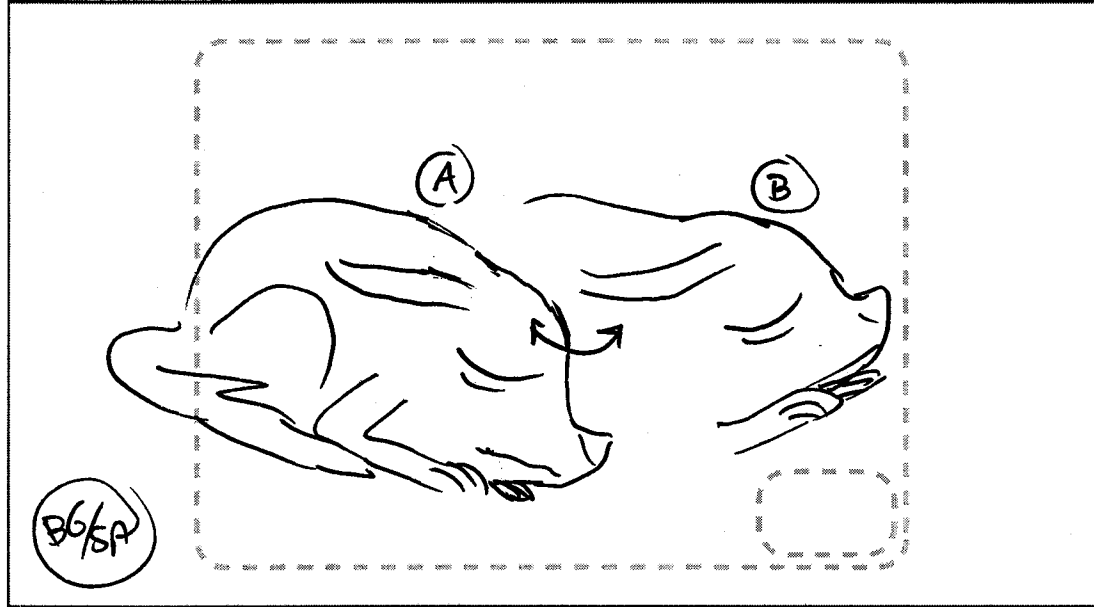
147

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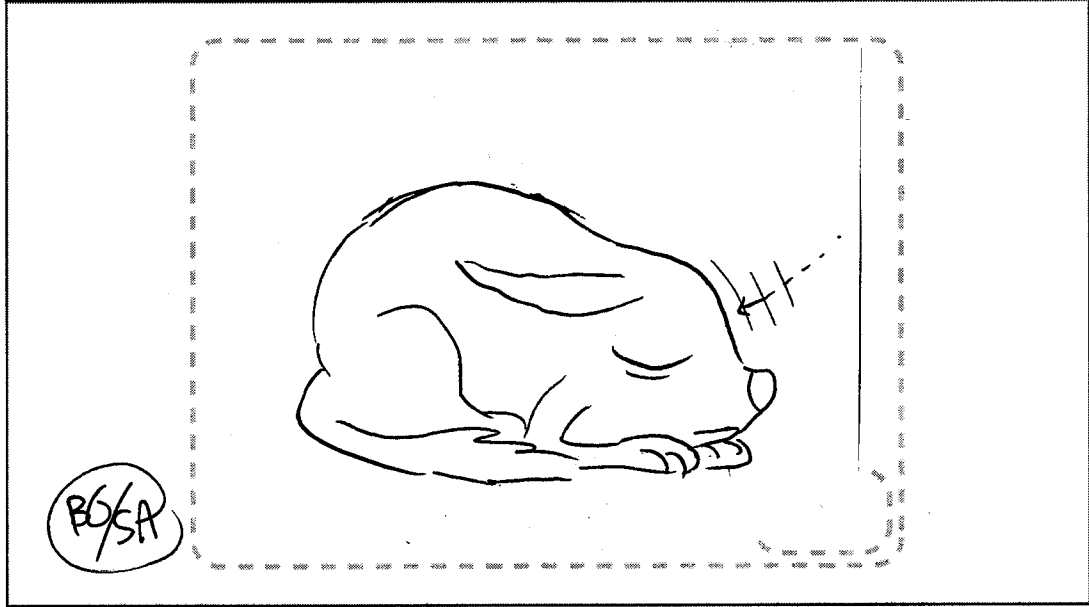
ADVENTURE TIME



Sc. 96 Pnl. B Bg. day night



Sc. 96 Pnl. C Bg. day night



Dialog:	(GOLEM): * still humming *	(GOLEM): * humming fades *
Action:	(A)(B)(A)(B)	rocking slows to a stop
Timing:		

EPISODE # 100863

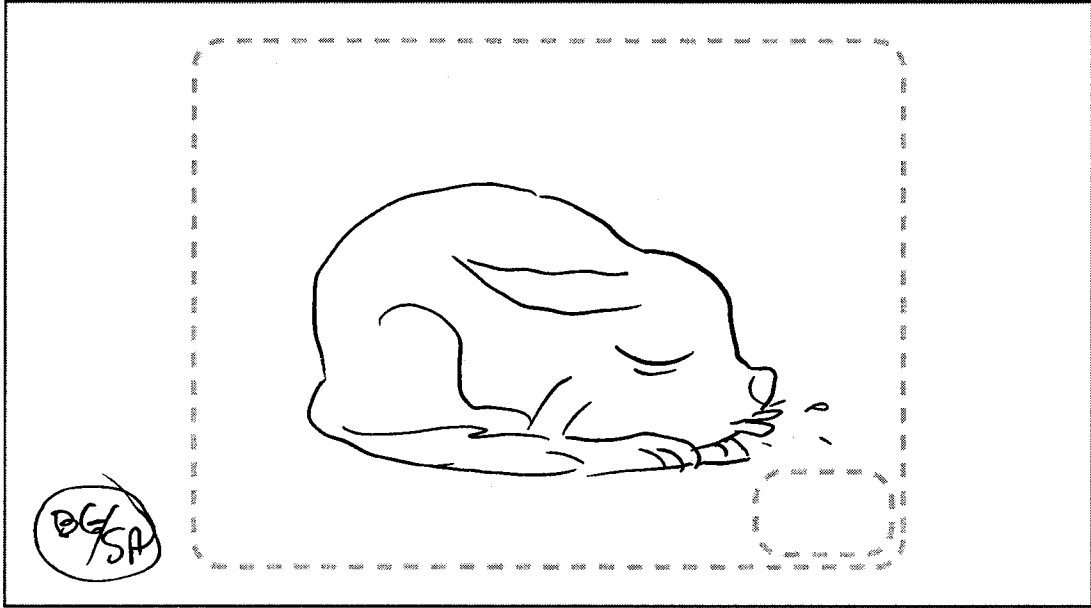
148

Production :

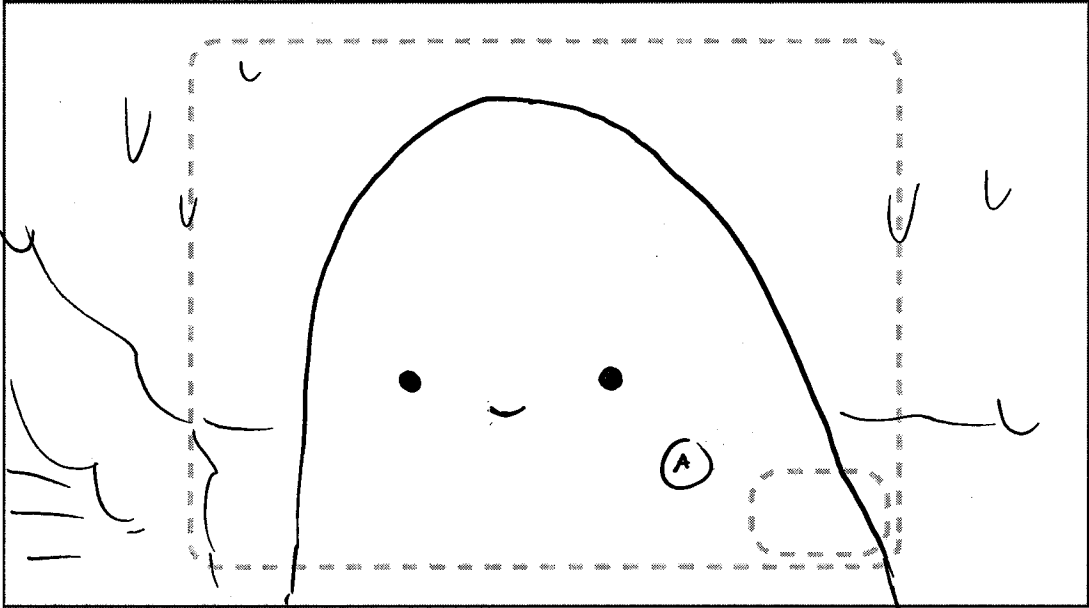
ADVENTURE TIME



Sc. 96 Pnl. D Bg. day night



Sc. 97 Pnl. A Bg. day night



Dialog:	(PUP:) sp b b p t	(GOLEM:) Ah.
Action:	① - Golem blinks twice (A) (B) (A) (B) (A) ② - Golem speaks (C)	
Timing:		

EPISODE # 100863

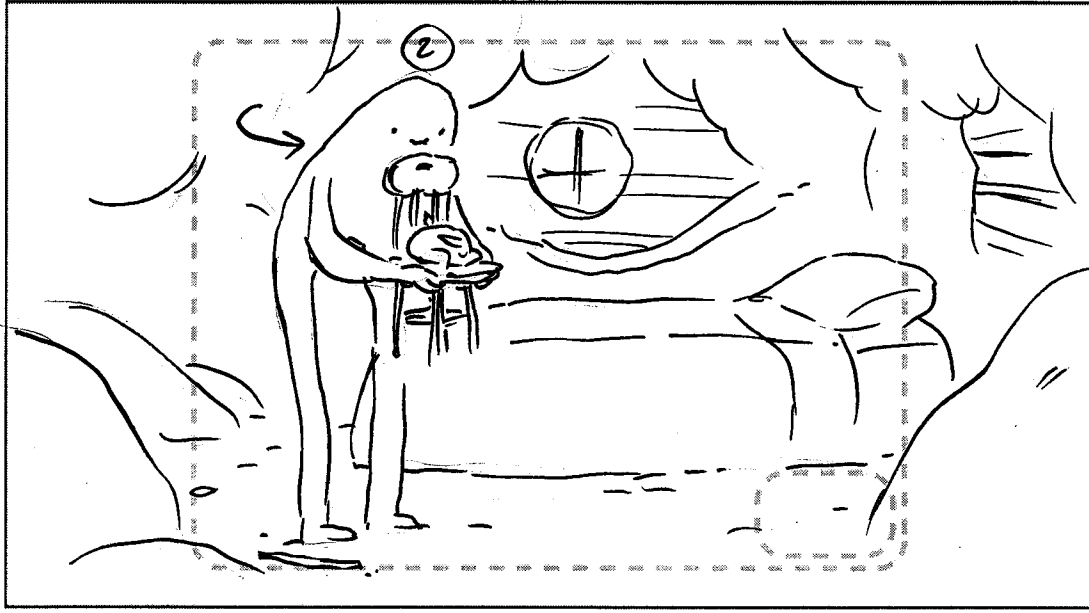
Production :

149

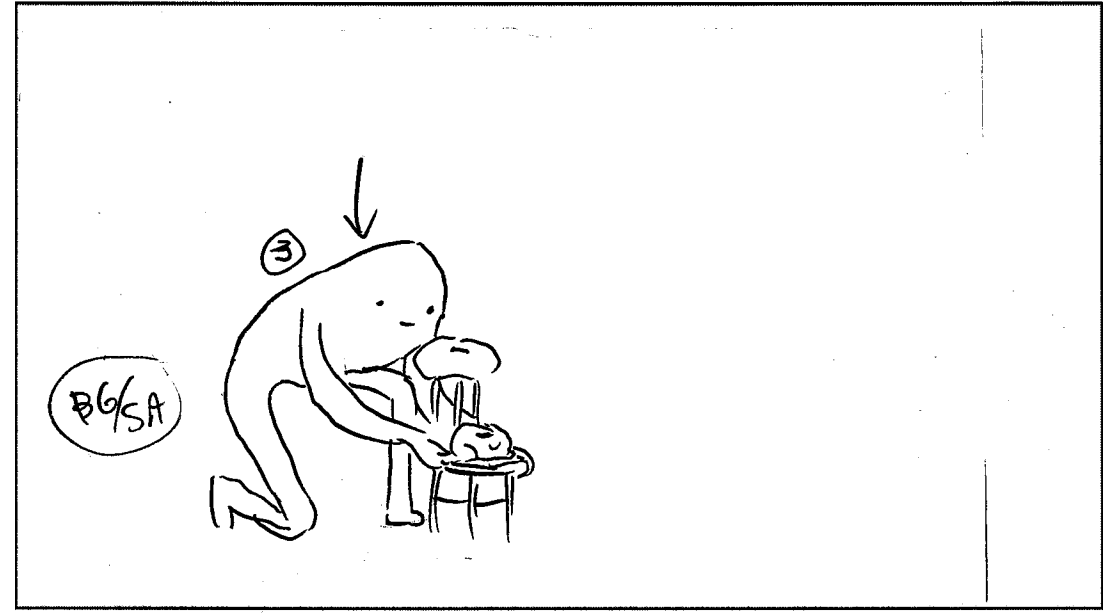
ADVENTURE TIME



Sc. 98 Pnl. A Bg. day night



Sc. 98 Pnl. B Bg. day night



<p>Dialog:</p> <p>Action:</p> <p>Timing:</p>		

EPISODE # 100863

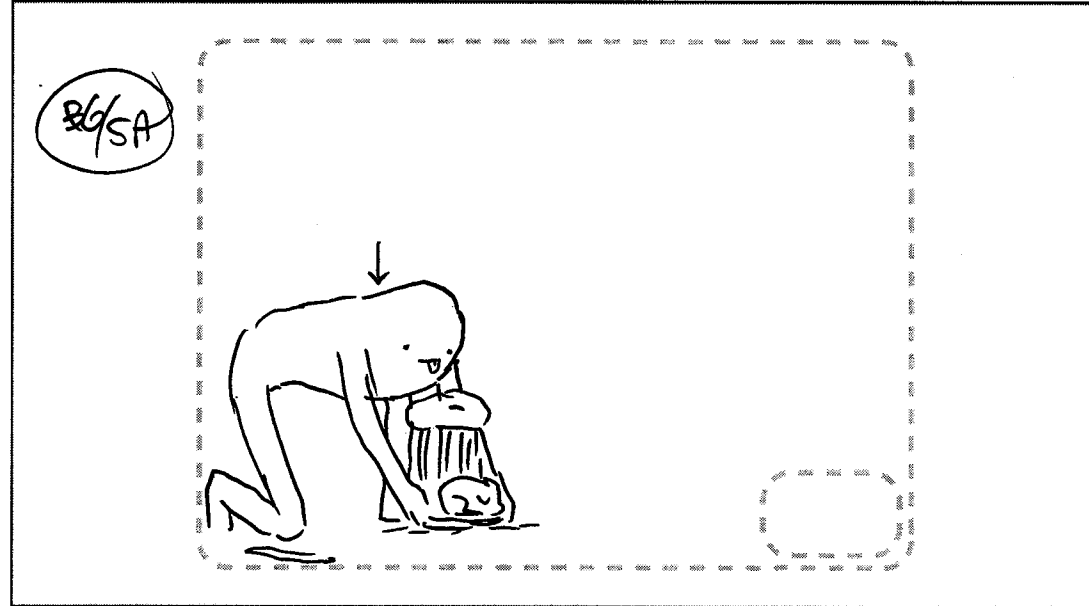
Production :

ADVENTURE TIME

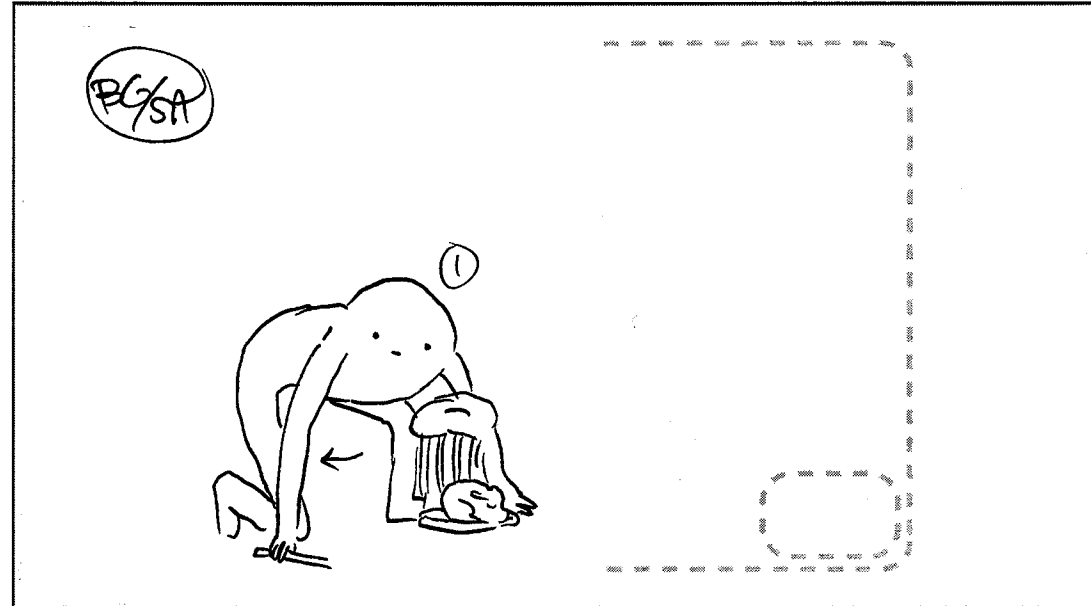


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Sc. 98 Pnl. C Bg. day night



Sc. 98 Pnl. D Bg. day night



Dialog:

(SFX): * SQUISH *

Action:

Golem squishes chair into floor

Golem picks up stick

Timing:



Production :

EPISODE #

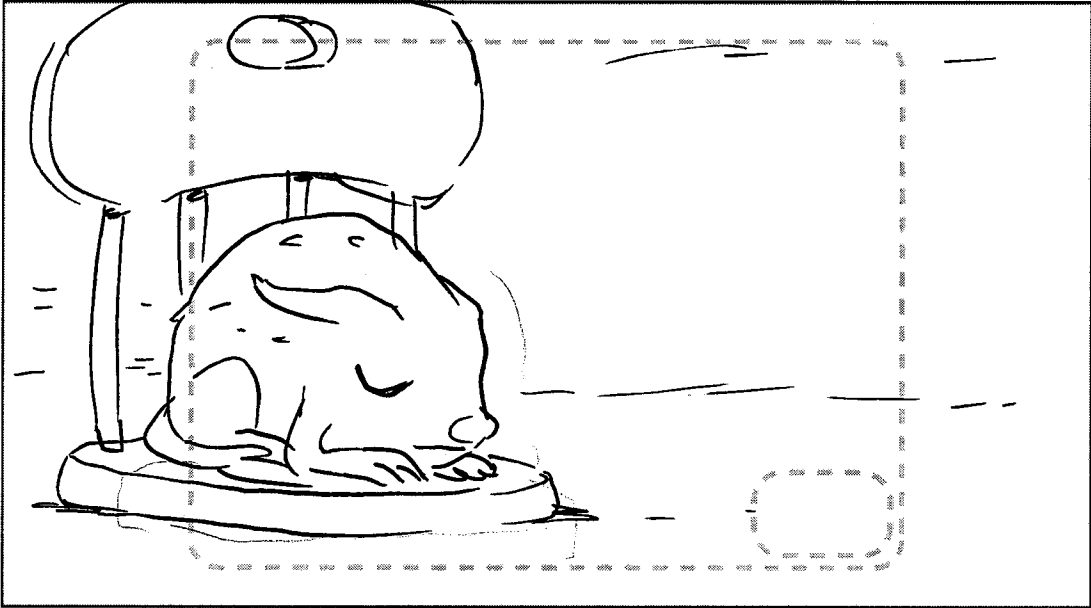
100863

151

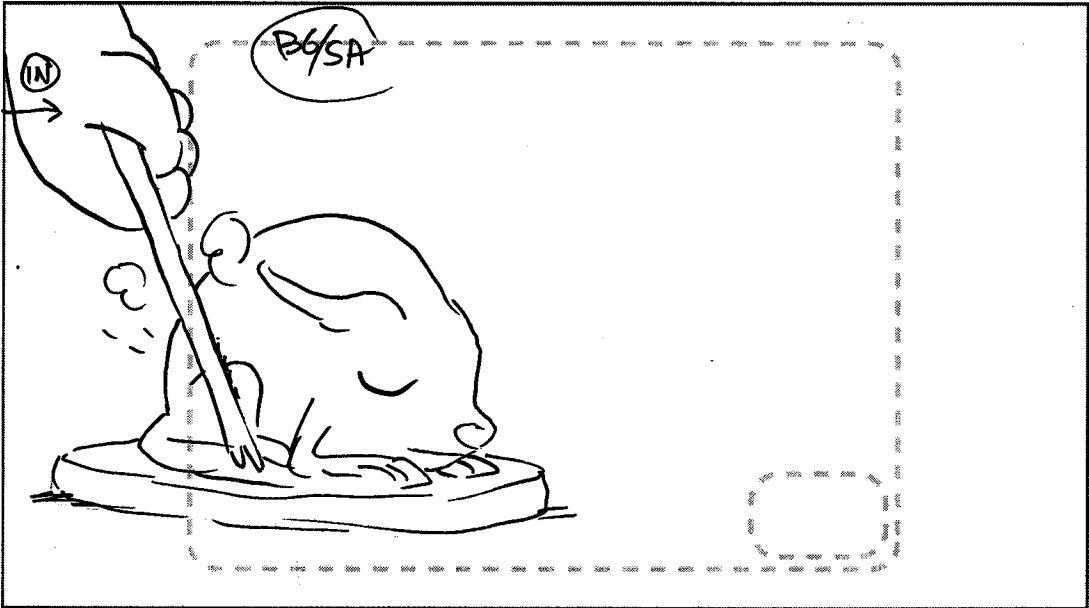
ADVENTURE TIME



Sc. 99 Pnl. A Bg. day night



Sc. 99 Pnl. B Bg. day night



Dialog:	SFX: +sss
Action:	Golem gently slides Pup off chair
Timing:	

100863

152

EPISODE #

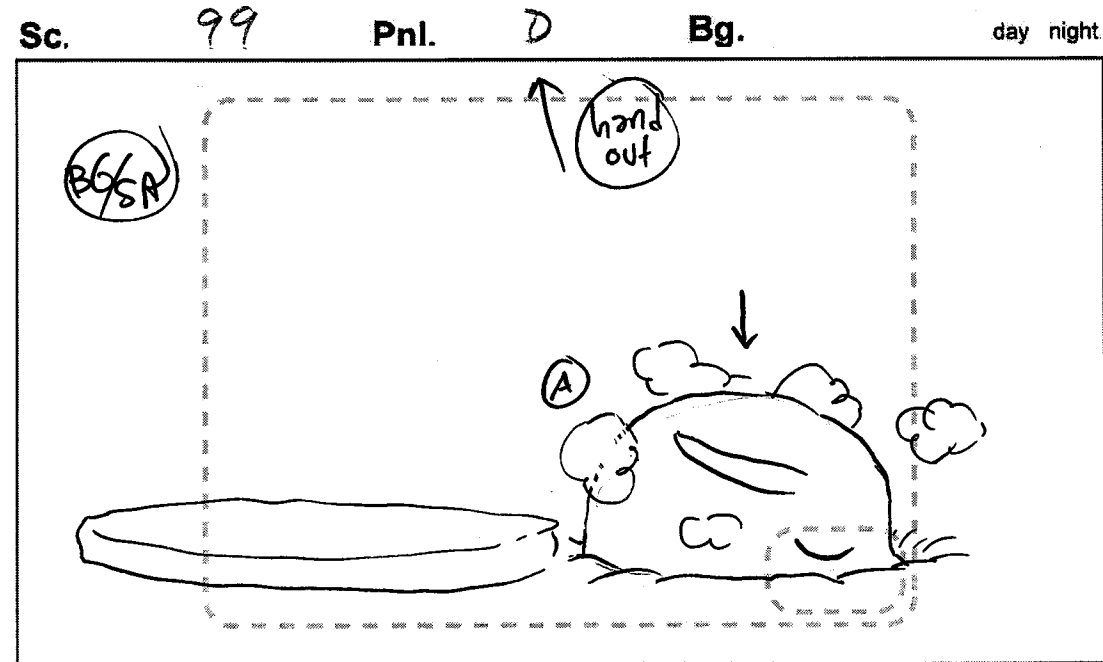
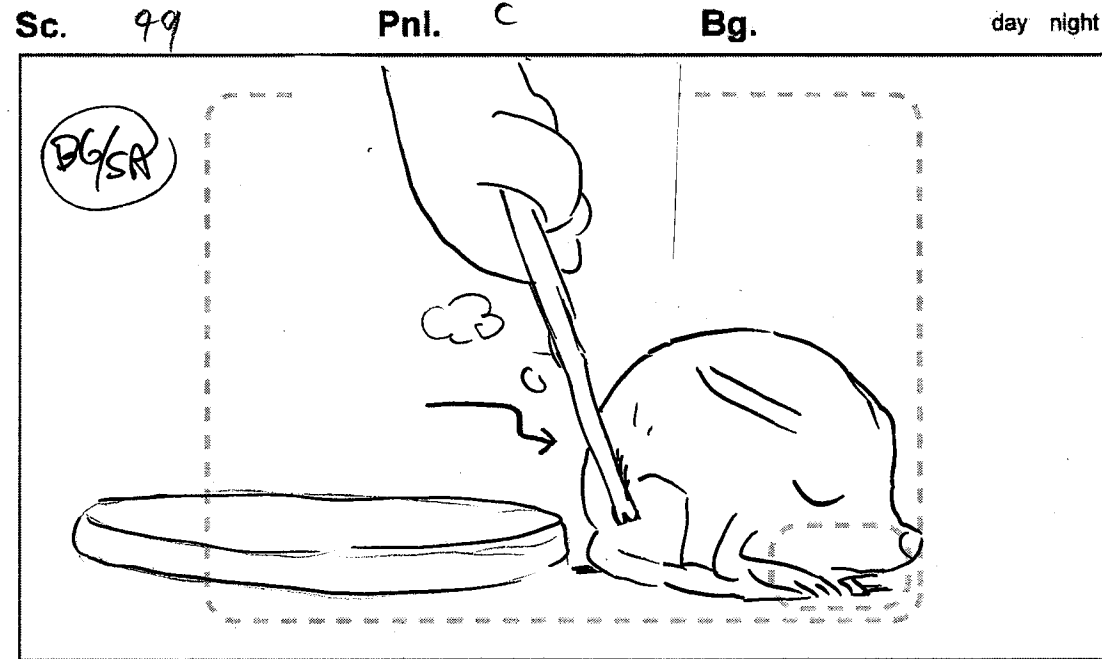
Production :

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ADVENTURE TIME



Page 161



Dialog:

SFX: fssss

SFX: s s s s s s s s s

Action:

Pup melts and sinks down into snow.

Timing:



EPISODE # 100863

Production :

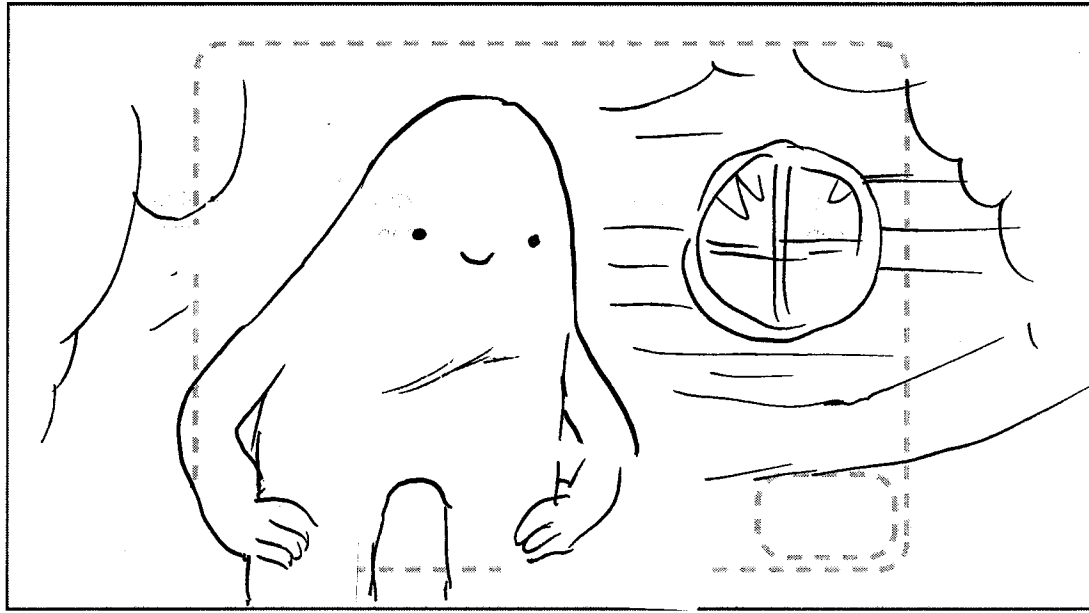
158

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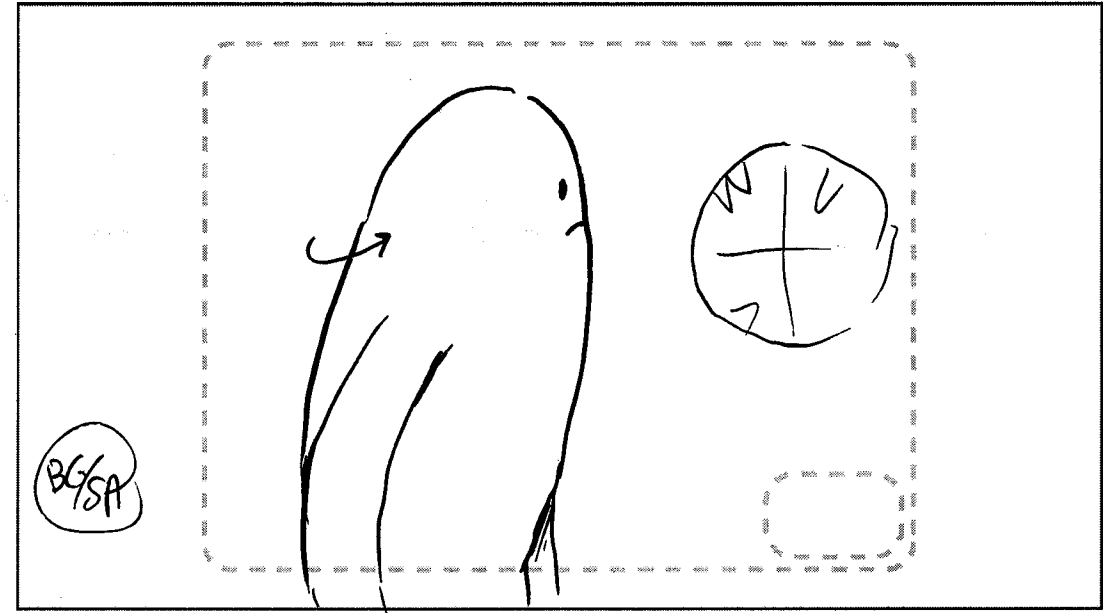
ADVENTURE TIME



Sc. 100 Pnl. A Bg. day night



Sc. 100 Pnl. B Bg. day night



Dialog:	<p>(WOLVES) (O.S.) * HOWLING *</p> <p>* howl howl *</p>
Action:	<p>Gdem hears howling and looks out window.</p>
Timing:	

EPISODE # 100863

Production :

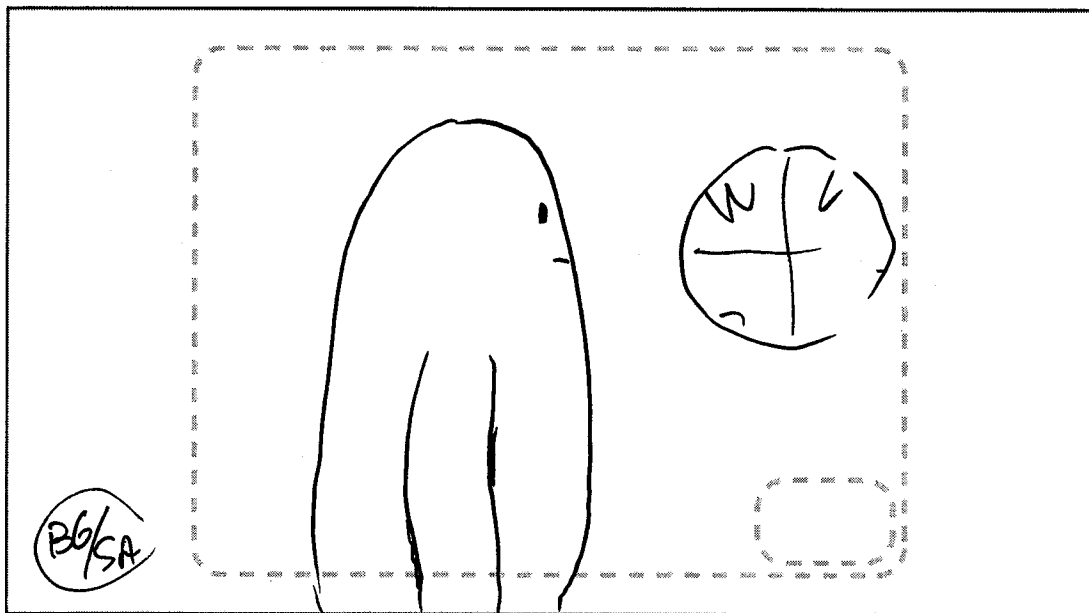
159

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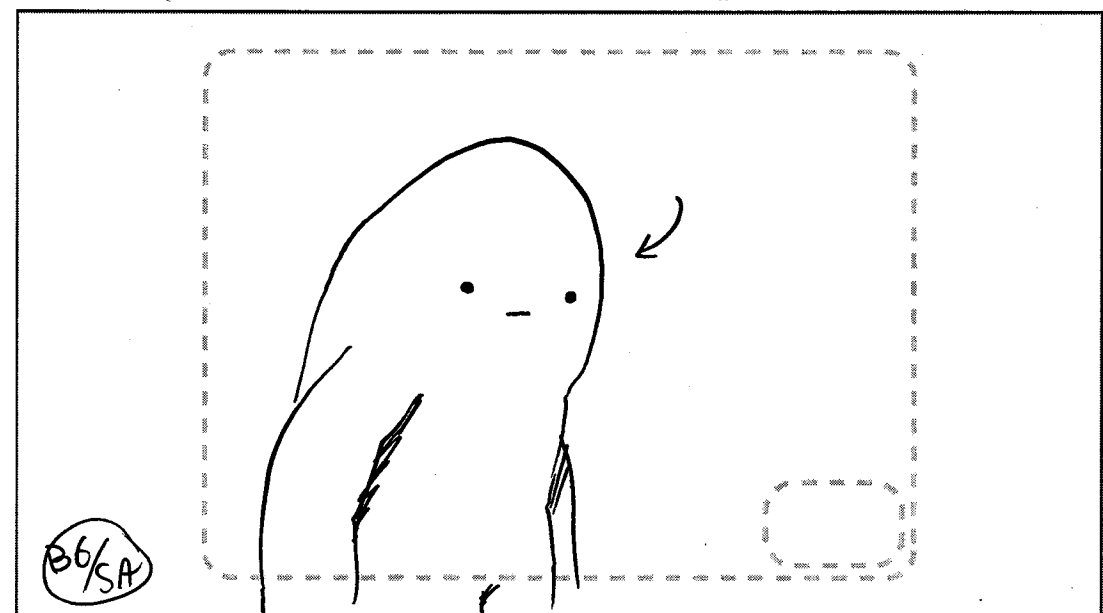
ADVENTURE TIME



Sc. 100 Pnl. C Bg. day night



Sc. 100 Pnl. D Bg. day night



Dialog:	A. (WOLVES) (O.S.) * HOWL * B. (PUP) (O.S.) * whimper *
Action:	Golem looks down at Pup
Timing:	

EPISODE # 100863

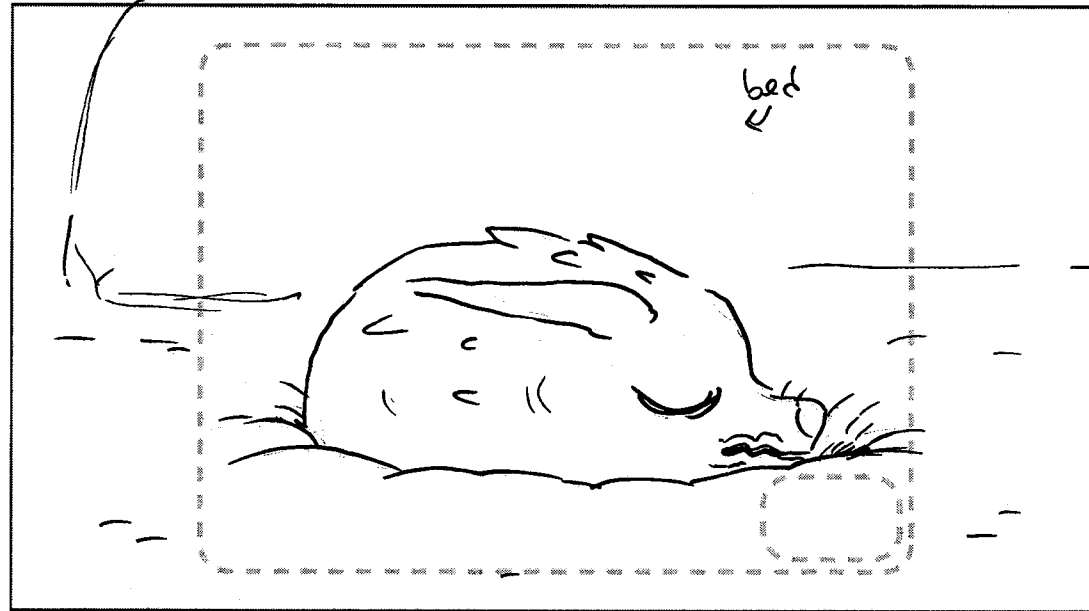
Production :

ADVENTURE TIME

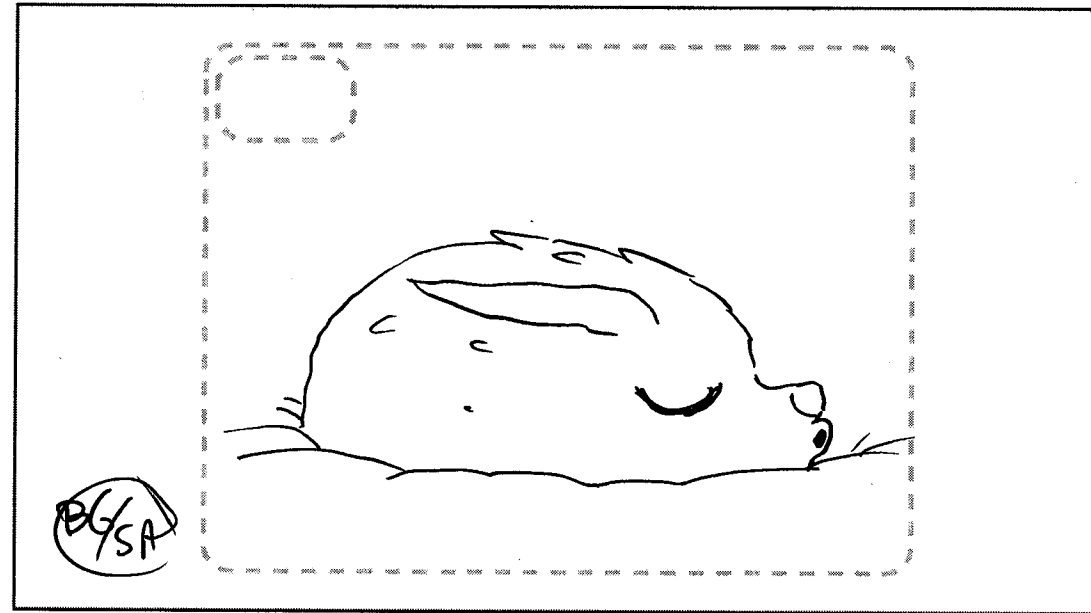


Page 164

Sc. 101 Pnl. A Bg. day night



Sc. 101 Pnl. B Bg. day night



Dialog:

(PUP:) * whimper whimper *

(PUP:) (whispery) oooo

Action:

Timing:

EPISODE #

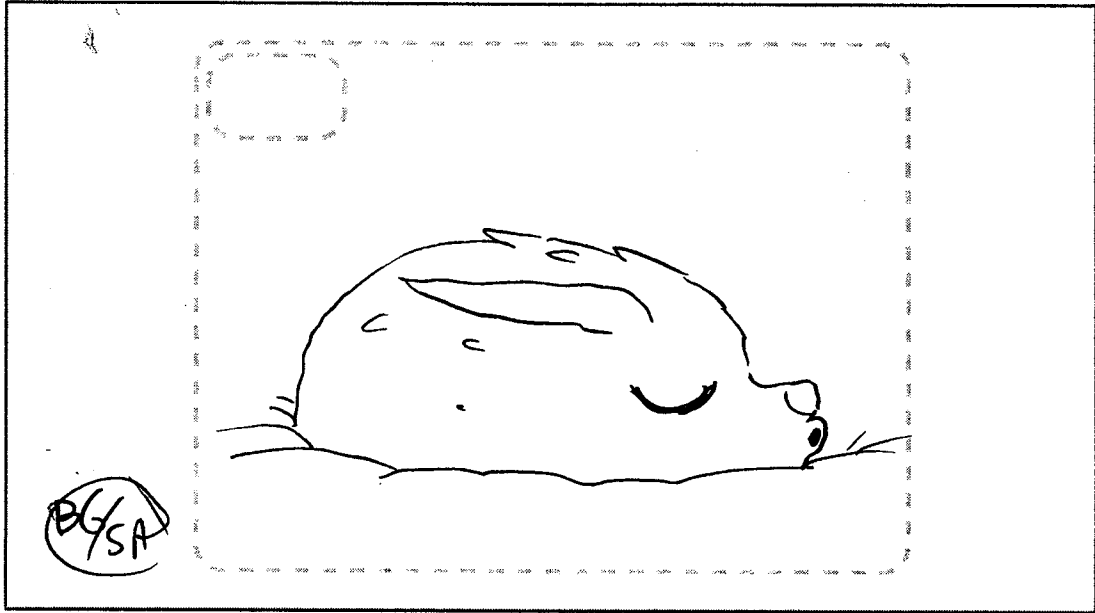
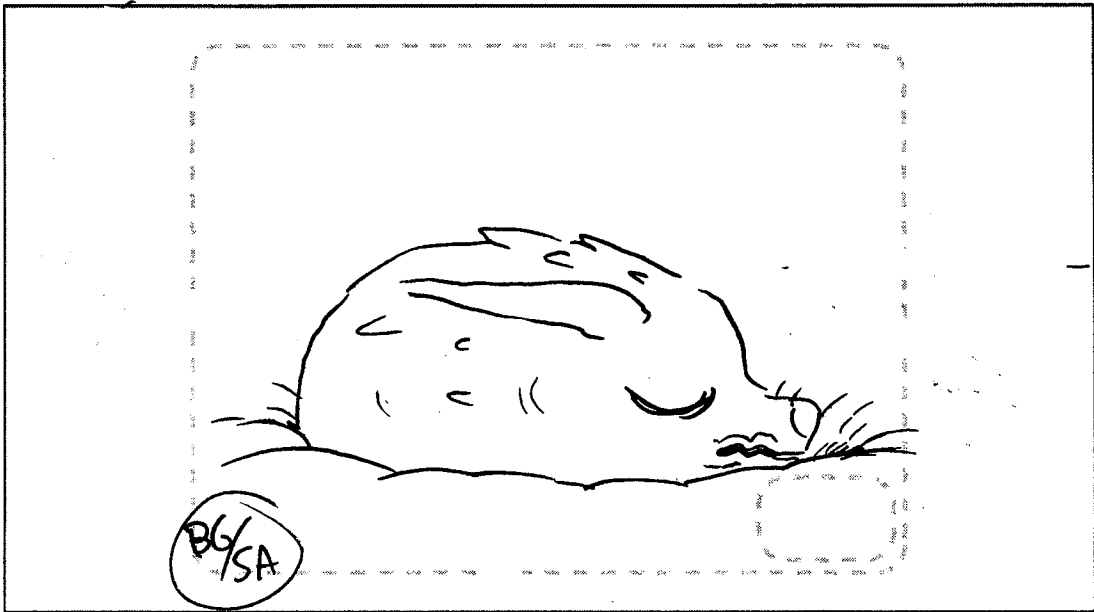
100863

Production :

ADVENTURE TIME



Sc. 101 Pnl. C Bg. day night 101 D Ba. day night



Dialog:	<p>(PUP): * whimper whimper *</p> <p>(PUP): (whispery) oo</p>
Action:	
Timing:	

EPISODE # 100863

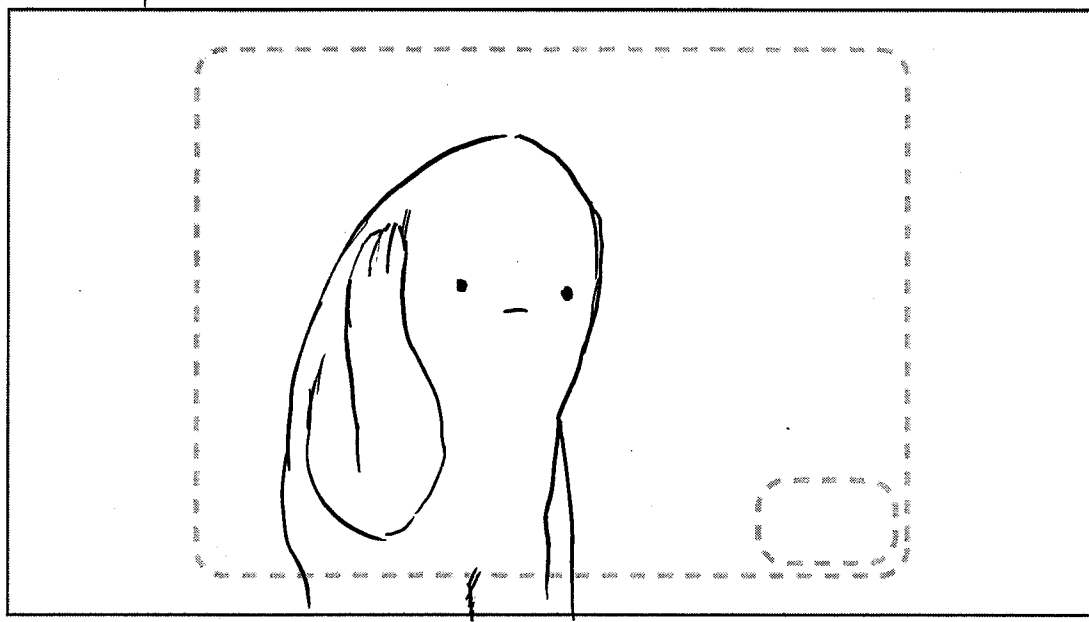
Production :

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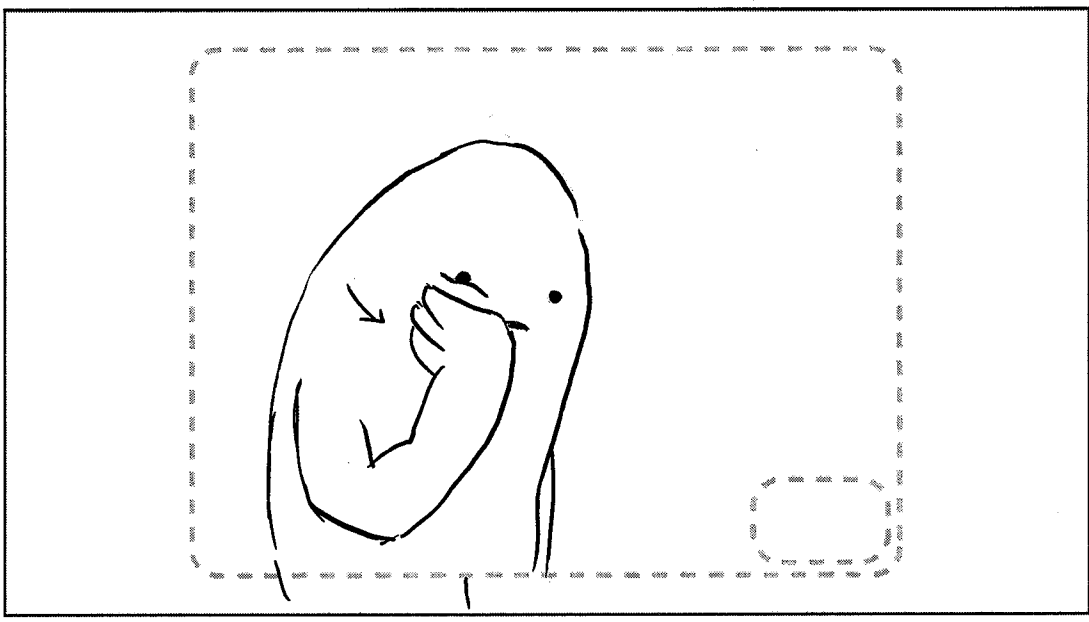
ADVENTURE TIME



Sc. 102 Pnl. A Bg. day night



Sc. 102 Pnl. B Bg. day night



Dialog: A. (WOLVES) (O.S.) *HOWL* B. (PUP) (O.S.) ooo } overlap		(GOLEM :) *sigh*
Action:		
Timing:		

EPISODE # 100863

Production :

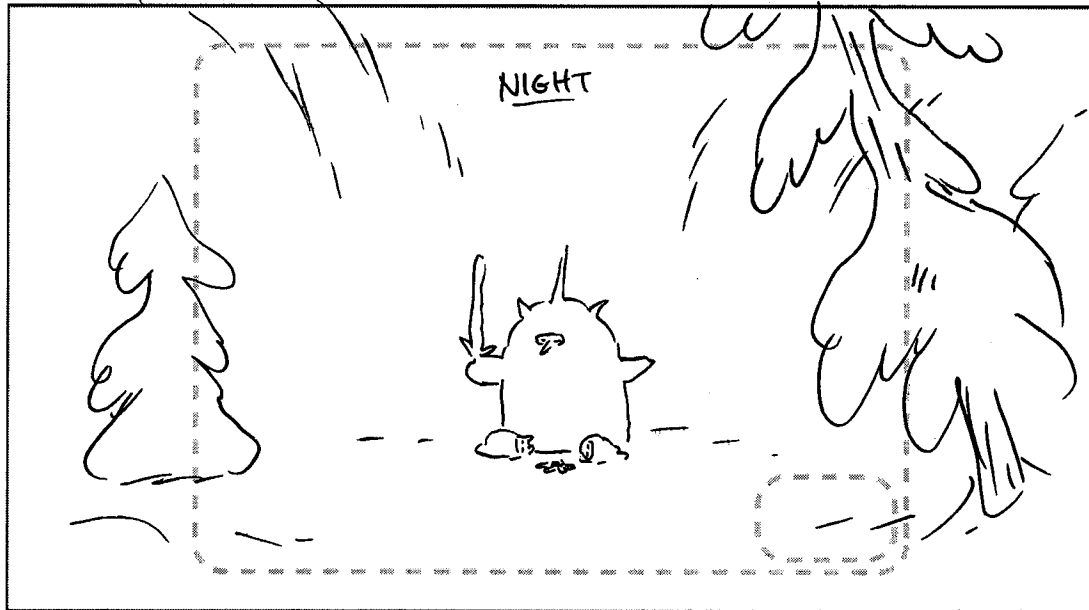
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ADVENTURE TIME

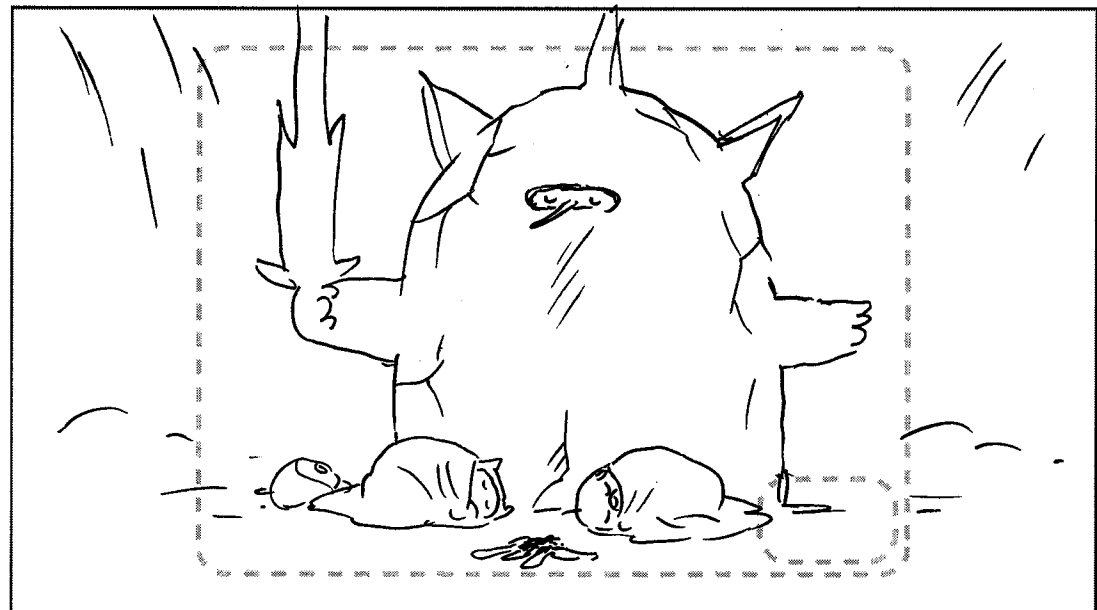


Page 167

Sc. 103 Pnl. A Bg. day night



Sc. 104 Pnl. A Bg. day night



Dialog:

SFX: snoring?

WOLVES: (O.S.) * HOWL *

Action:

Timing:

EPISODE #

100863

Production :

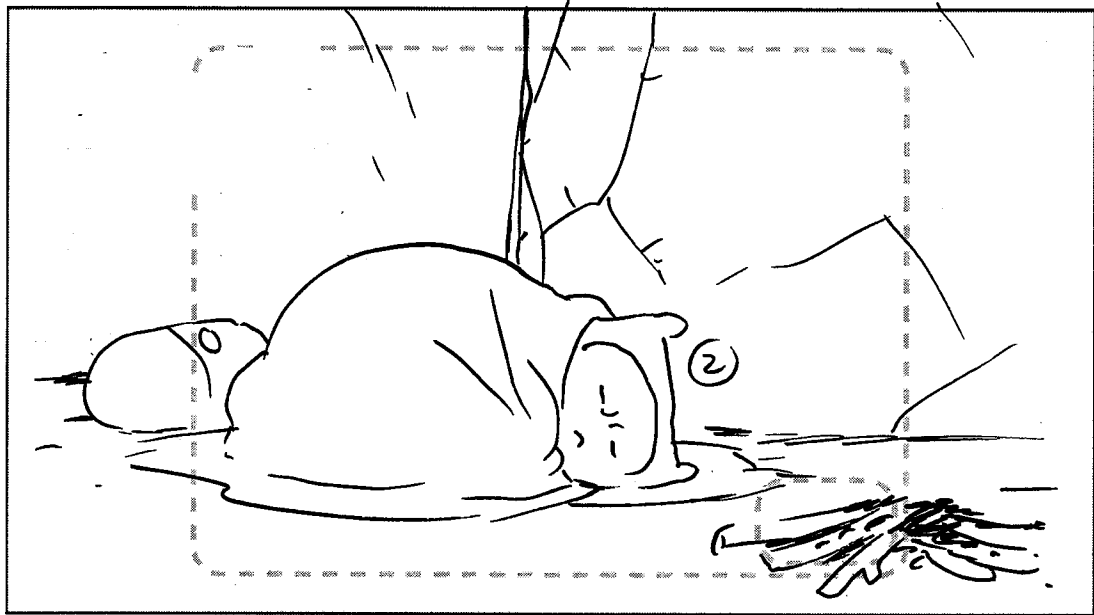
164

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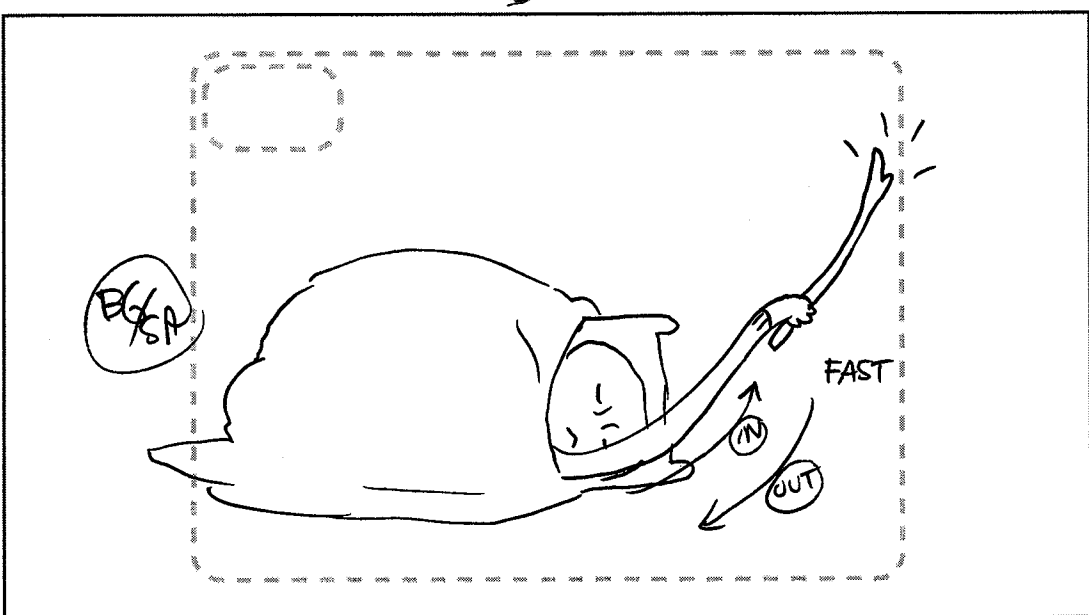
ADVENTURE TIME



Sc. 105 Pnl. A Bg. day night



Sc. 105 Pnl. B Bg. day night



Dialog:	
(F:) (2) hn mnn (anxious)	
Action:	VERY FAST - Finn hits ice king with stick, then pulls arm back under blanket.
Timing:	



SFX: BIP

Production :

EPISODE #

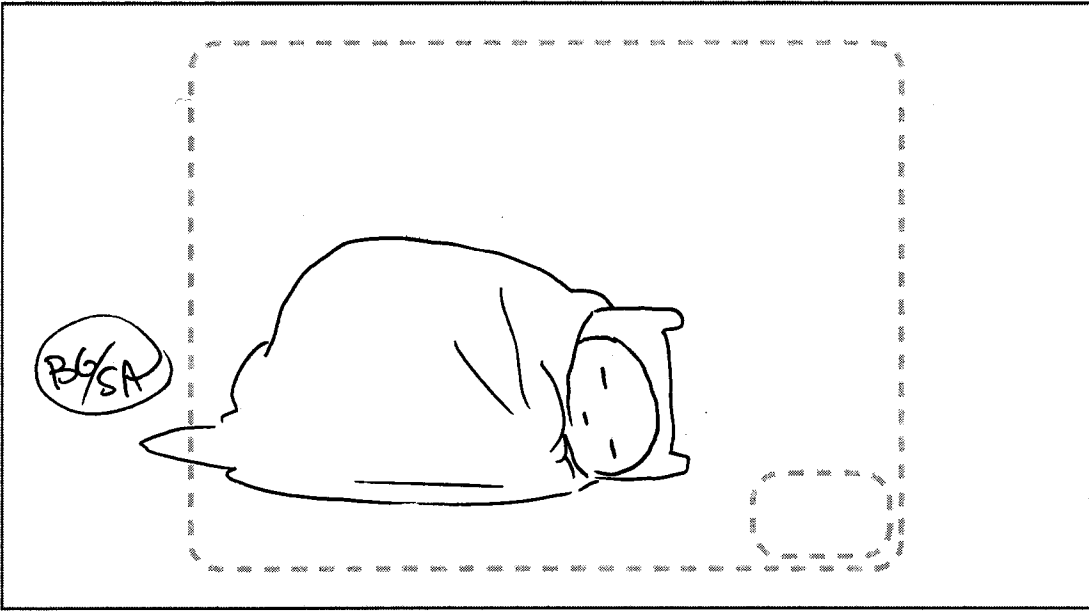
100863

165

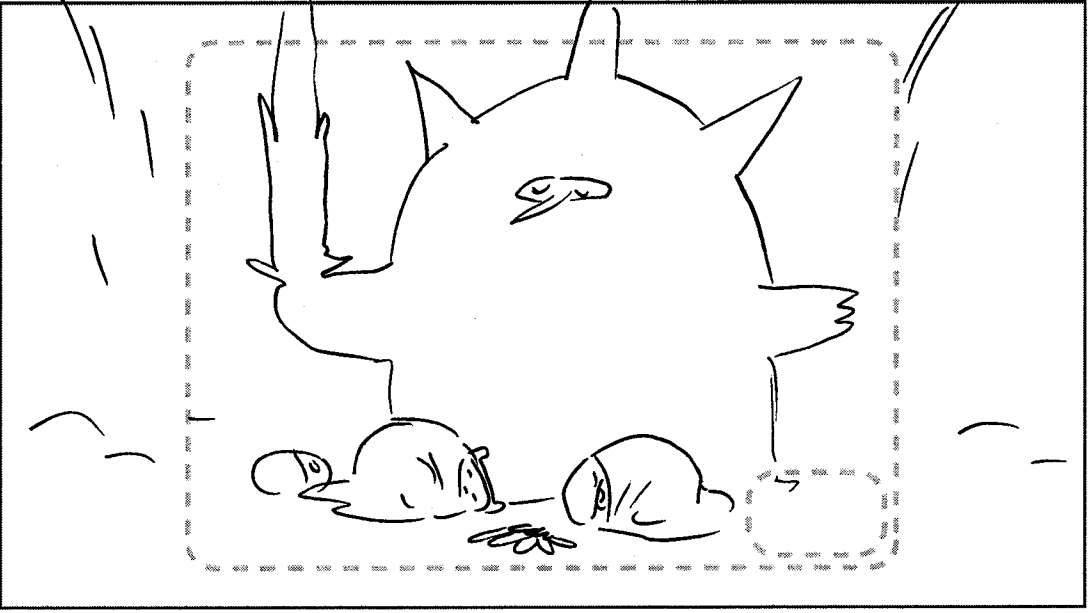
ADVENTURE TIME



Sc. 105 Pnl. C Bg. day night



Sc. 106 Pnl. A Bg. day night



Dialog:
<div>F: (calmer) mmm...</div> <div>ICE KING nm mmm...</div>
Action:
Timing:

EPISODE # 100863

166

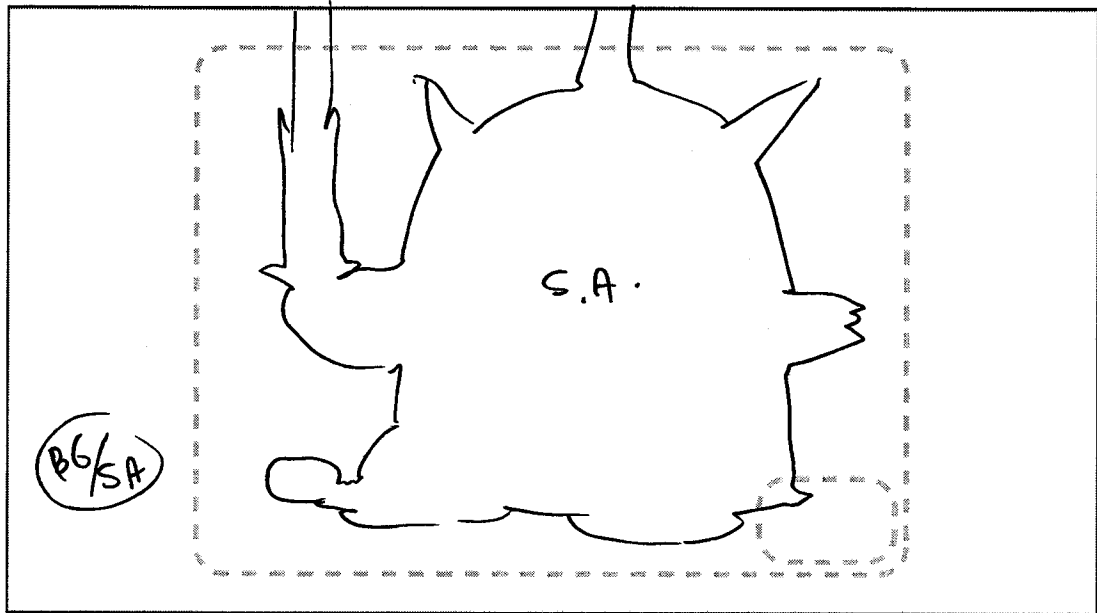
Production :

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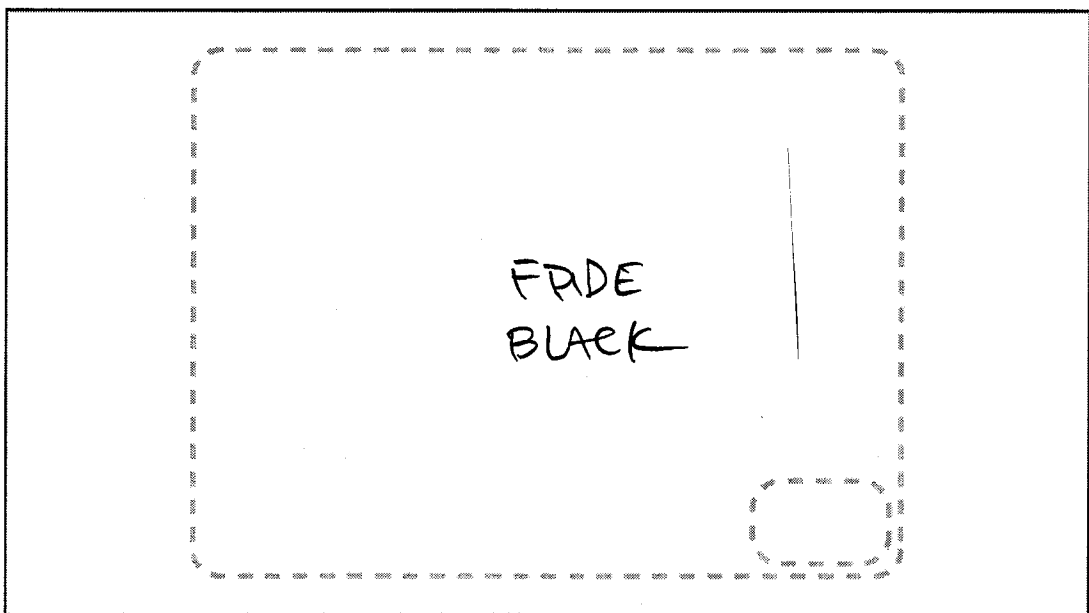
ADVENTURE TIME



Sc. 106 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:
ICE KING: fools... mnnnn...
Action:
Timing:

EPISODE # 100863

Production :

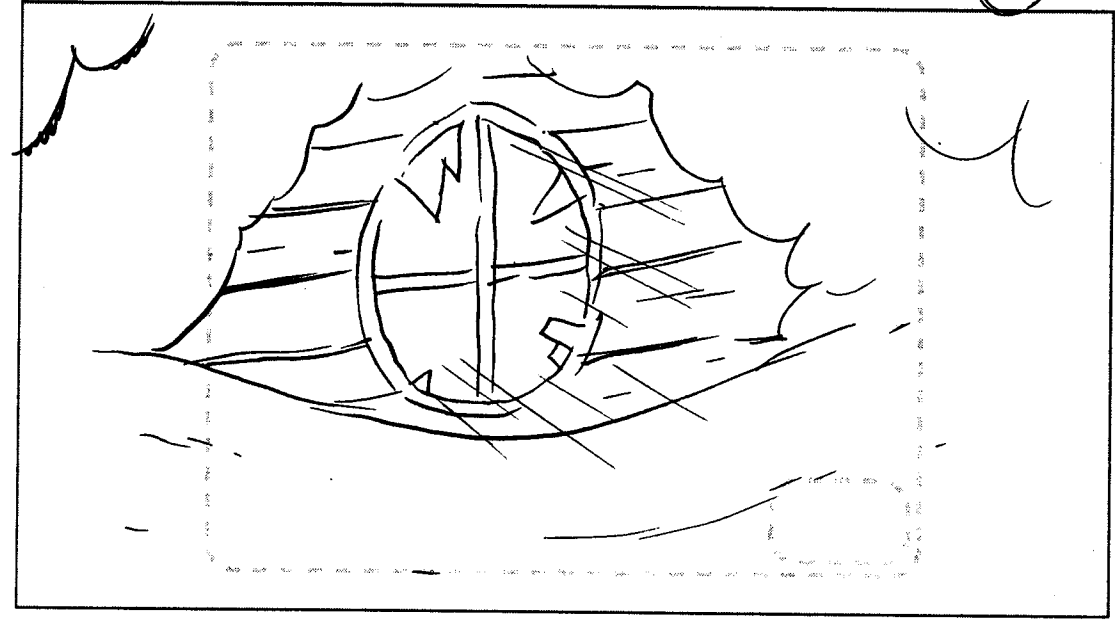
167

ADVENTURE TIME

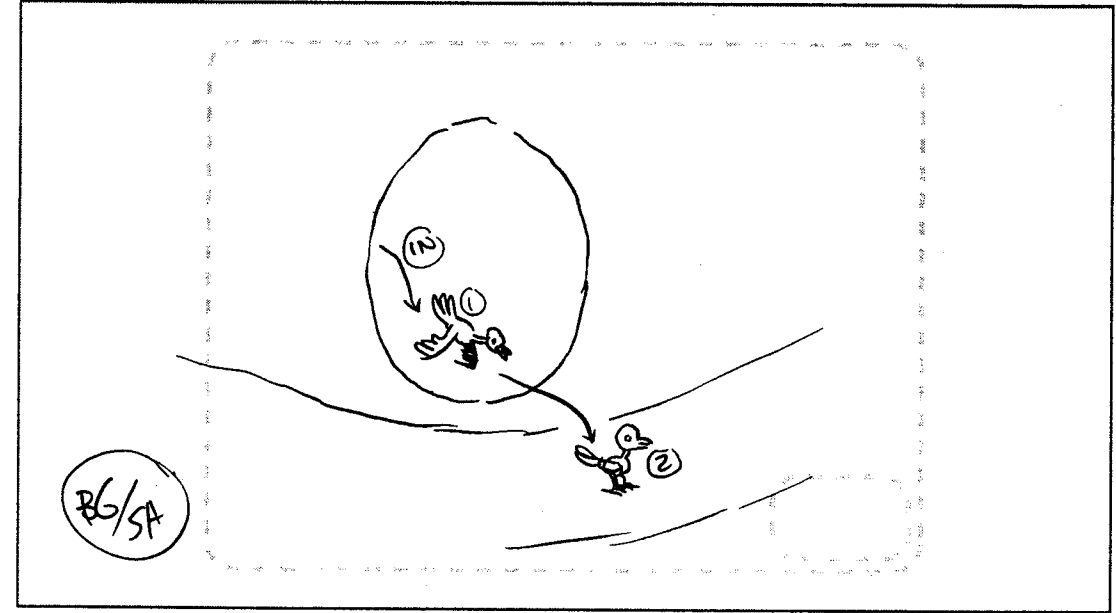


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Sc. 107 Pnl. A Bg. day night



Sc. 107 Pnl. B Bg. day night



Dialog:	SFX: * BIRDS CHIRPING *
Action:	
Timing:	



EPISODE # 100863

Production :

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ADVENTURE TIME



Sc. 168 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:
(SAME DIALOGUE AS BEFORE) BIRD: *clear throat* beep beep [gets cut off by fireball] . . . *
Action:
Timing:

EPISODE # 100863

169

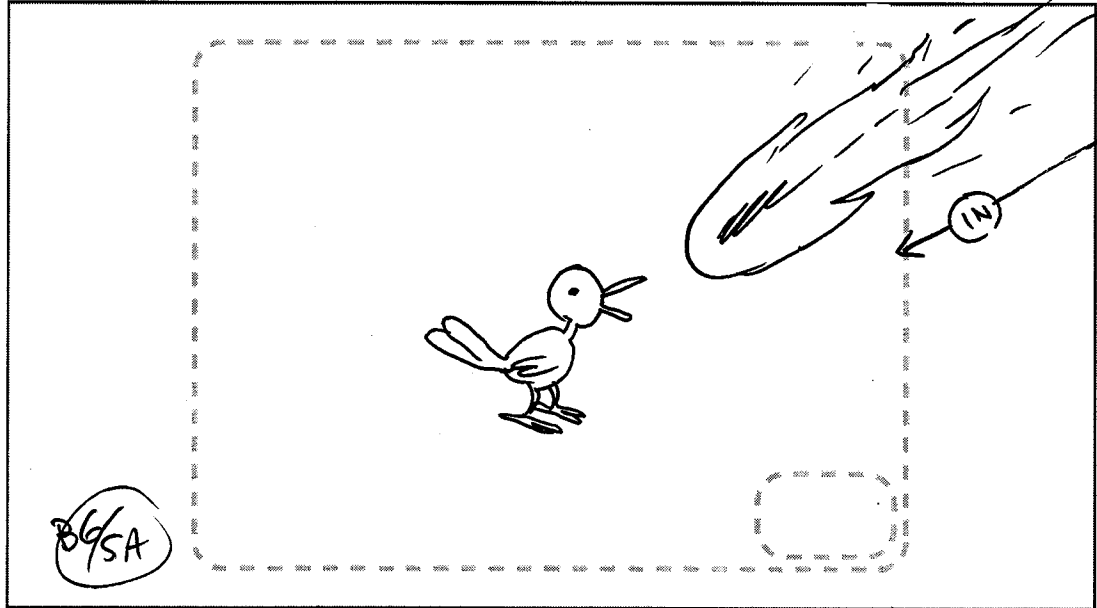
Production :

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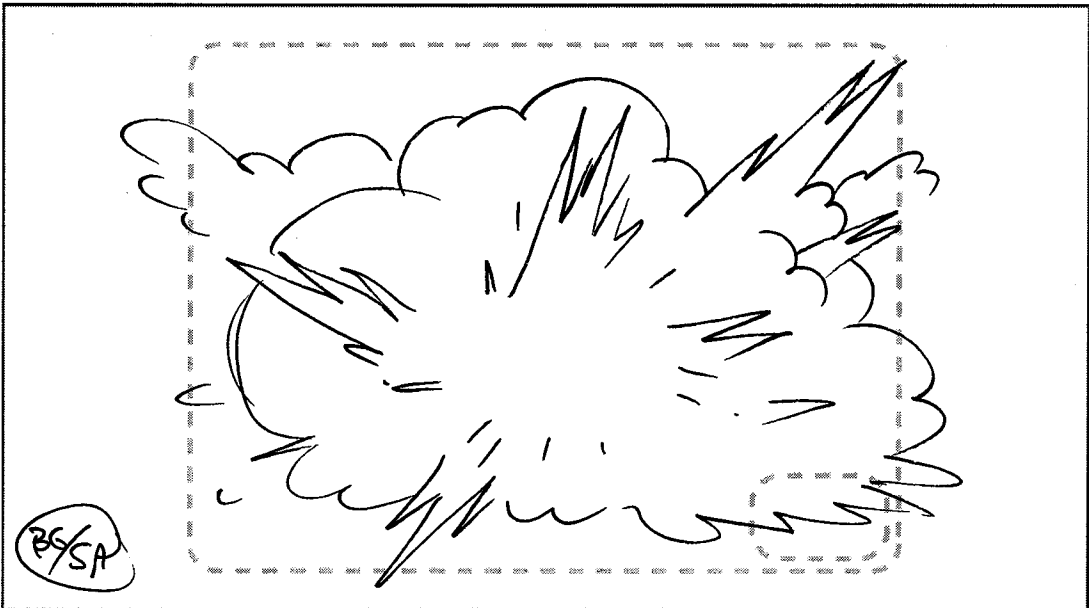
ADVENTURE TIME



Sc. 108 Pnl. B Bg. day night



Sc. 108 Pnl. C Bg. day night



Dialog:	SFX: KABOOM!	
Action:	Fireball shoots at bird	kaboom!
Timing:		

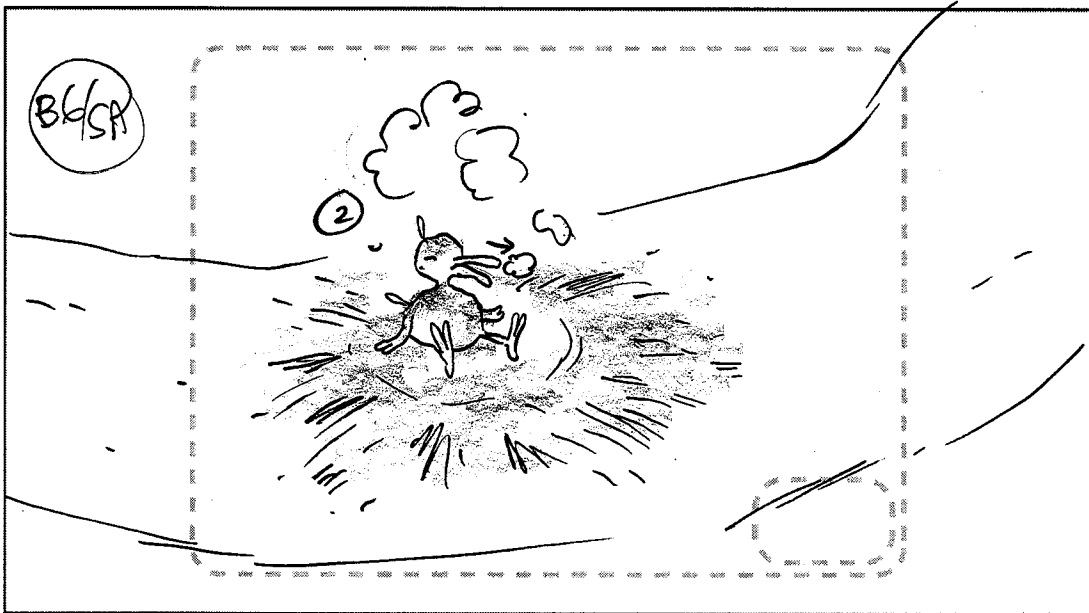
EPISODE # 100863

Production :

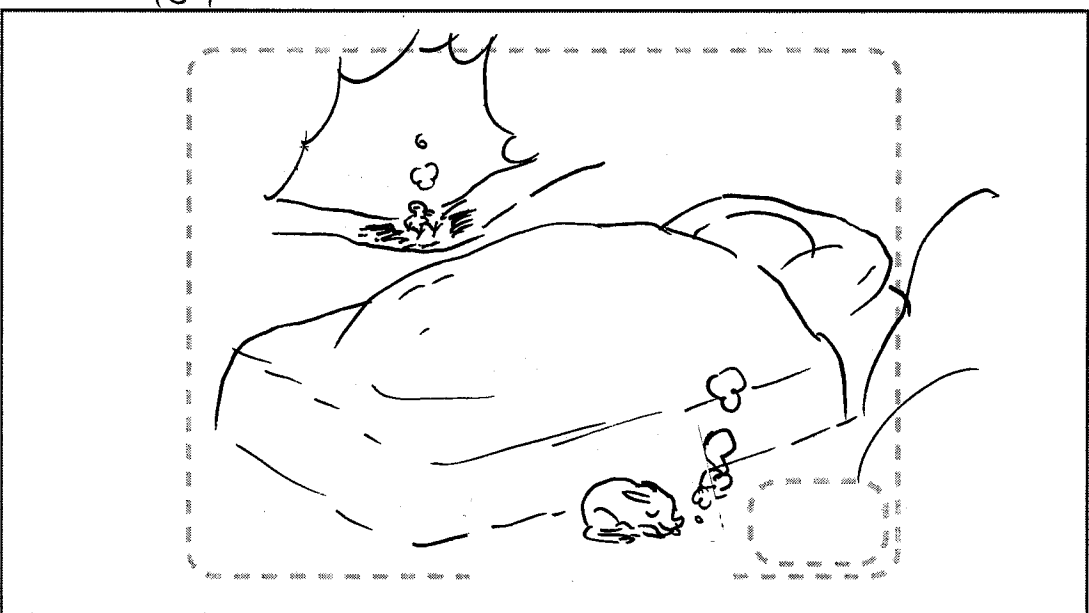
ADVENTURE TIME





Sc. 108 Pnl. P Bg. day night



Sc. 109 Pnl. A Bg. day night



Dialog:		(BIRD:) * cough cough *		(BIRD:) * cough *	
Action:		bird coughs up smoke.		smoke rises up from pups mouth	
Timing:		(2) close up: 			

EPISODE # 100863

Production :

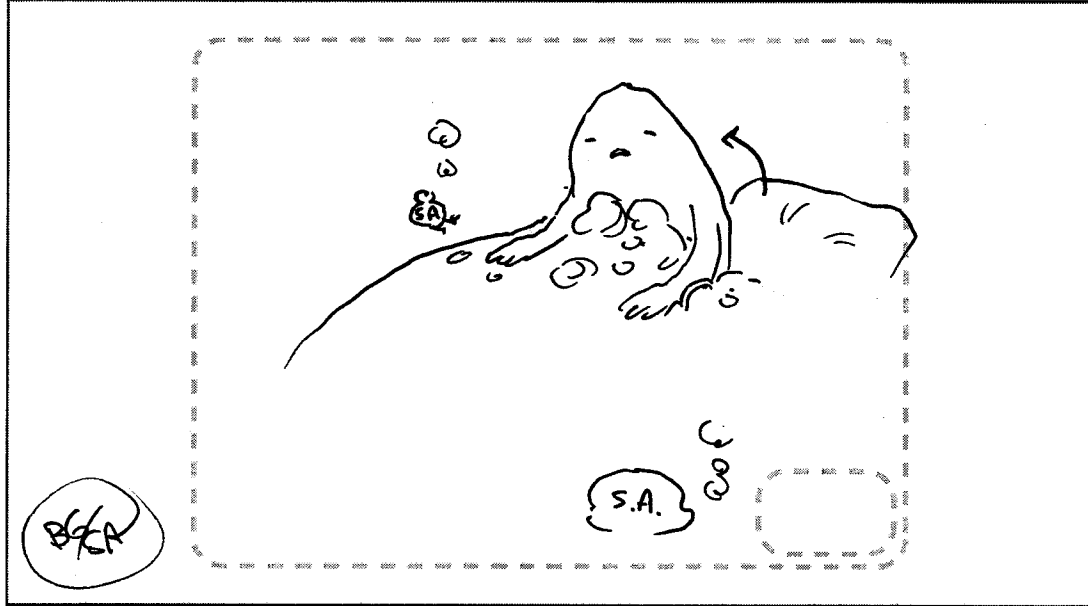
ADVENTURE TIME



Page 175

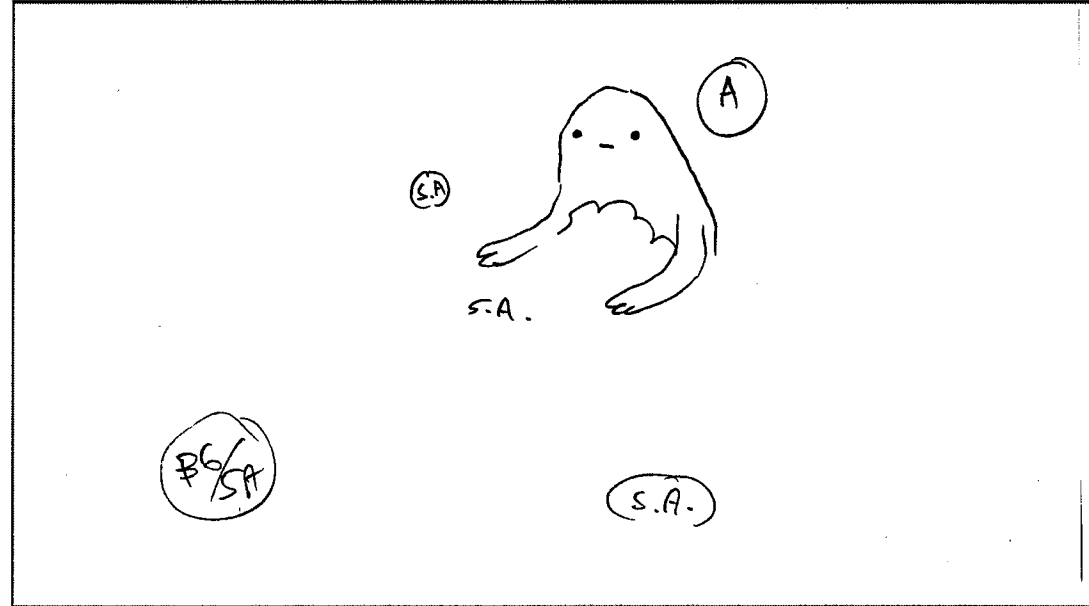
Sc. 109 Pnl. B Bg.

day night



Sc. 109 Pnl. C Bg.

day night



Dialog:

GOLM: * smek smek *

Action:

- BLINK BLINK -
(A) (B) (A) (B) (A)

Timing:



EPISODE #

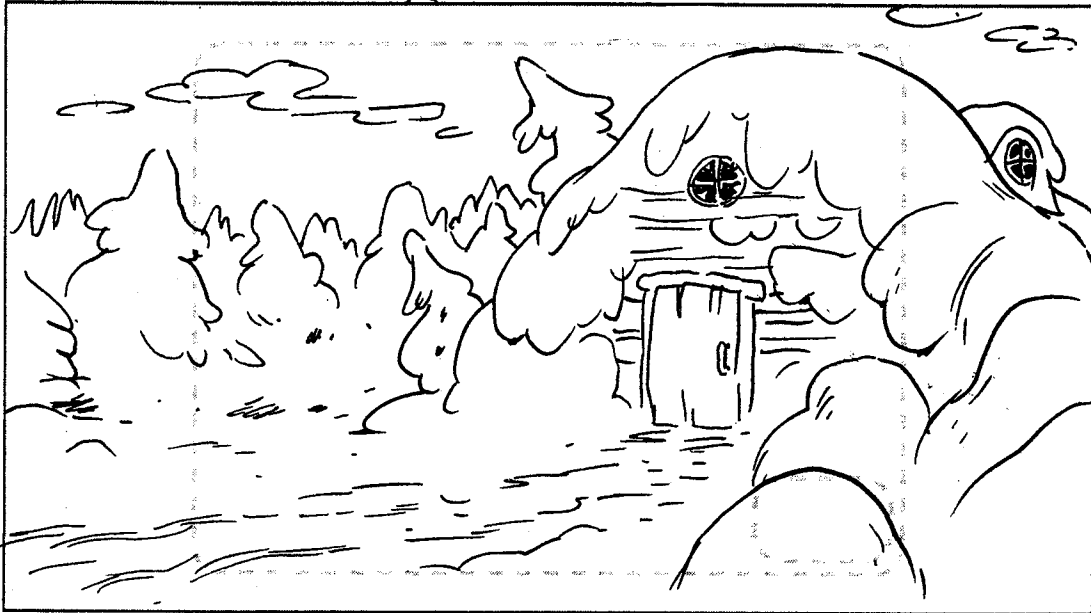
100863

Production :

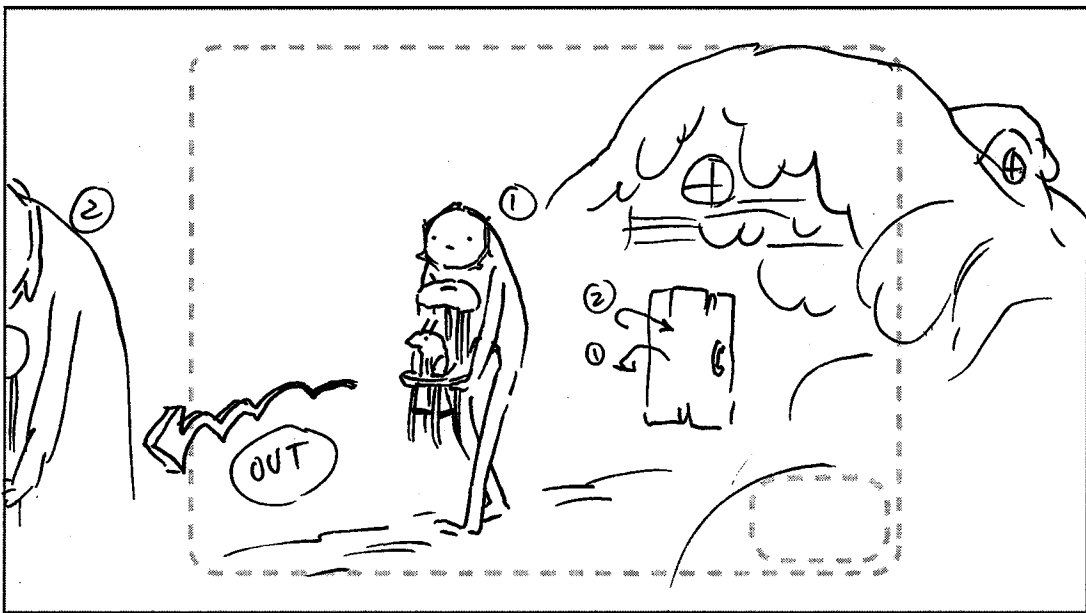
ADVENTURE TIME



Sc. 110 Pnl. A Bg. day night



Sc. 110 Pnl. B Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100863

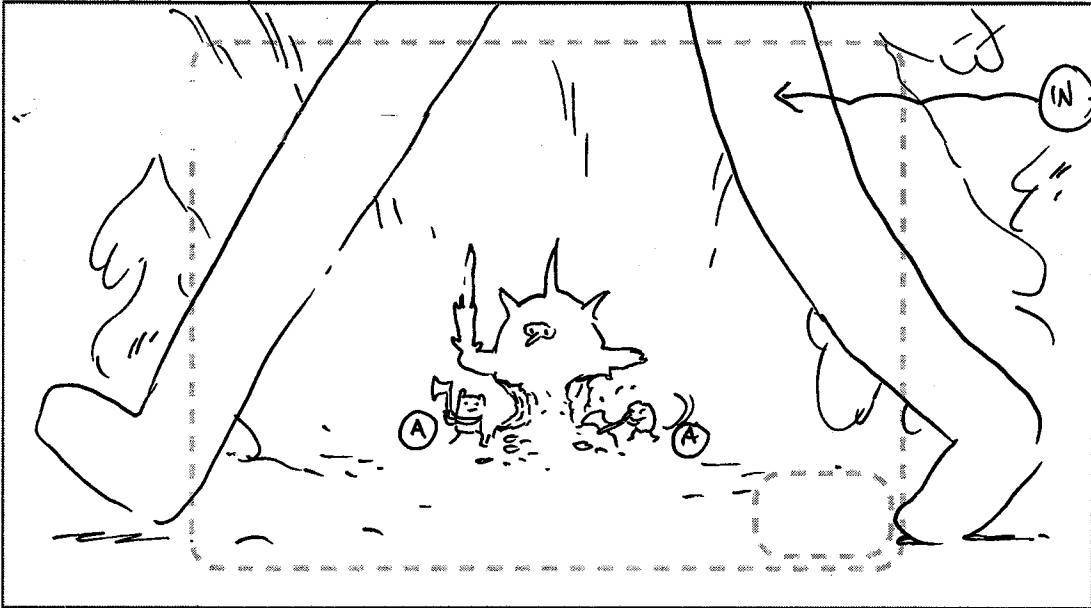
173

Production :

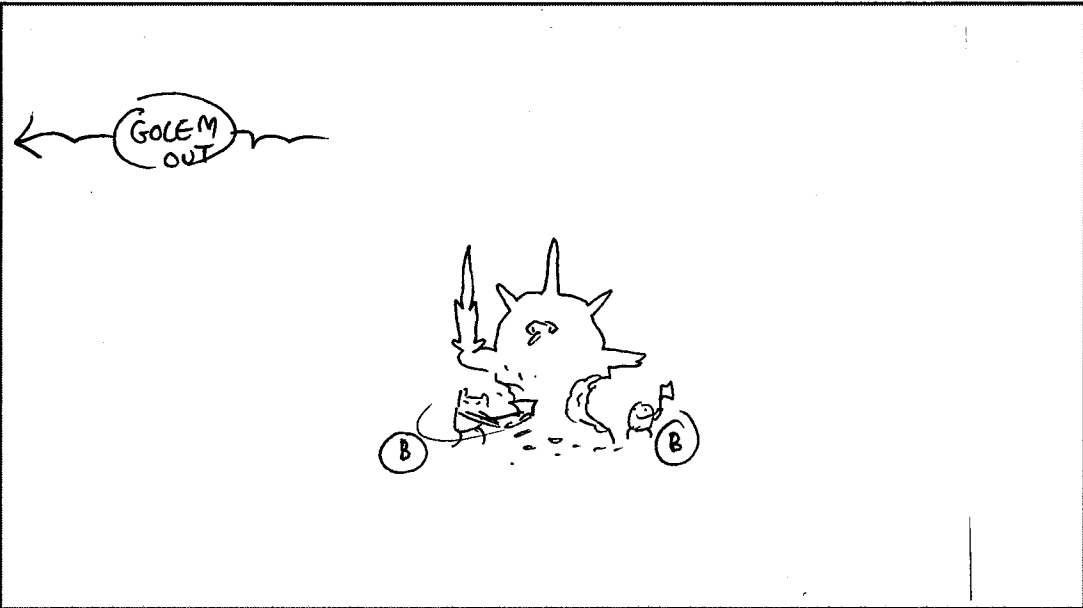
ADVENTURE TIME



Sc. 111 Pnl. A Bg. day night



Sc. 111 Pnl. B Bg. day night



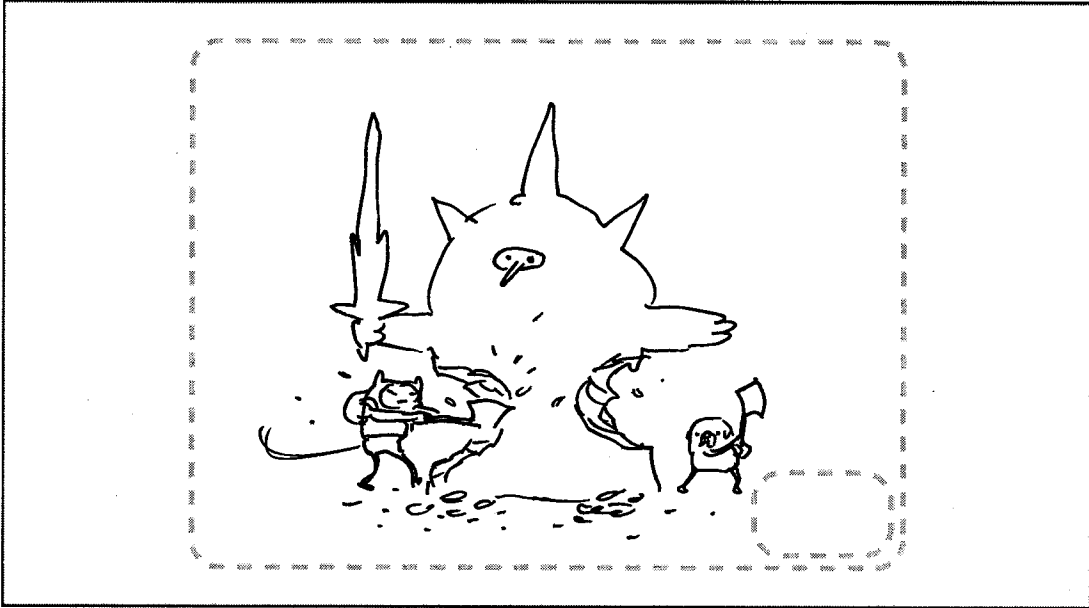
Dialog:	<p>(ICE KING:) HELP, HELP! SOMEBODY HELP ME!</p> <p>(I.K.): Oh ho ho... (worried)</p>
Action:	<p>Finn + Jake chop at Ice king with Axes — (A)(B)(A)(B)(A)(B)</p>
Timing:	

EPISODE # 100863
174
Production :

ADVENTURE TIME



Sc. 112 Pnl. A Bg. day night



Sc. 113 Pnl. A Bg. day night



Dialog:	(I.K.): OH SWEET MAMA...
Action:	F+J still chopping.
Timing:	

EPISODE #

Production :

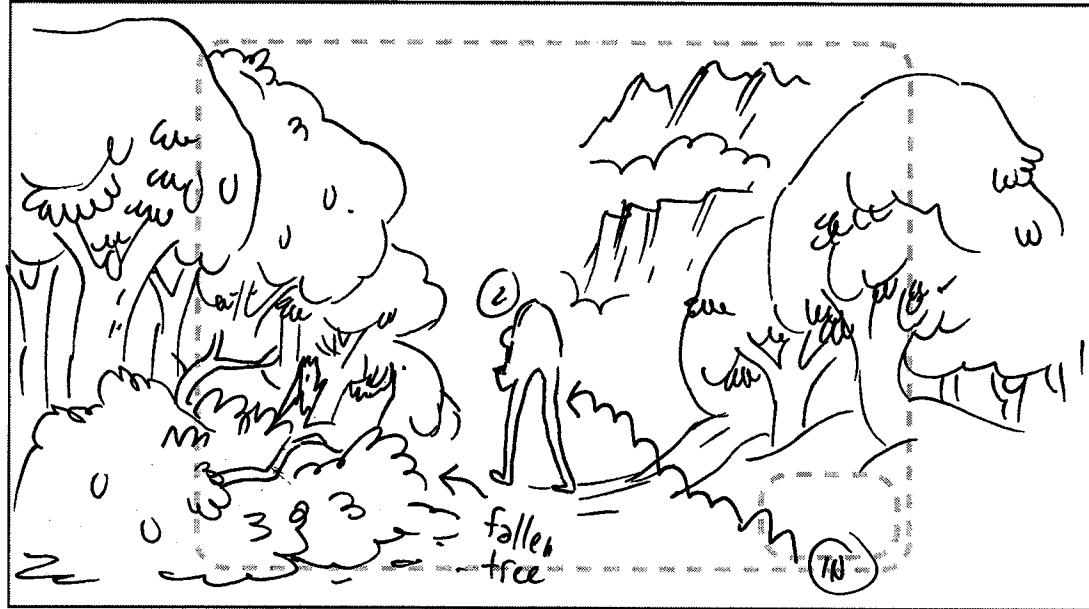
175
100863

ADVENTURE TIME

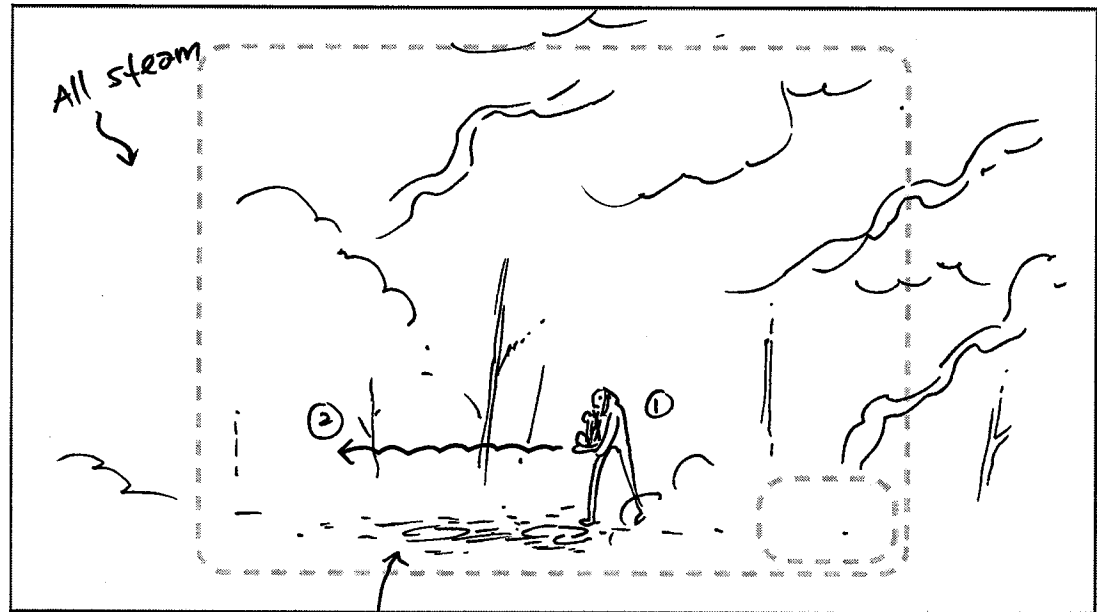


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Sc. 114 Pnl. A Bg. day night

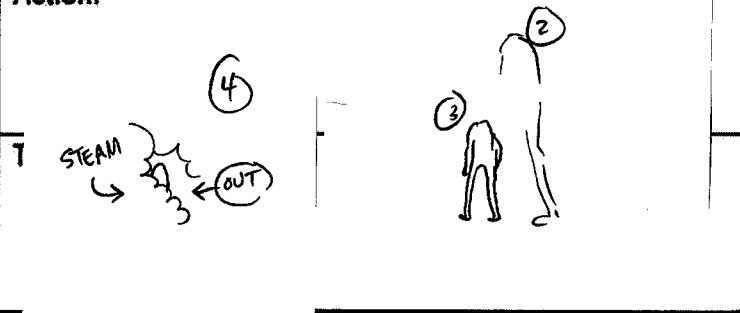


Sc. 115 Pnl. A Bg. day night



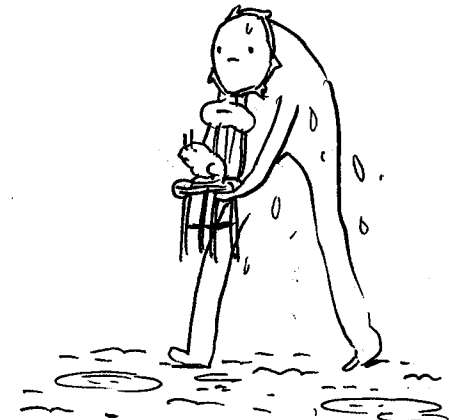
Dialog:

Action:



mud
w/ puddles
(barely visible
radius around
Golem)

CLOSE UP:



EPISODE #

100863

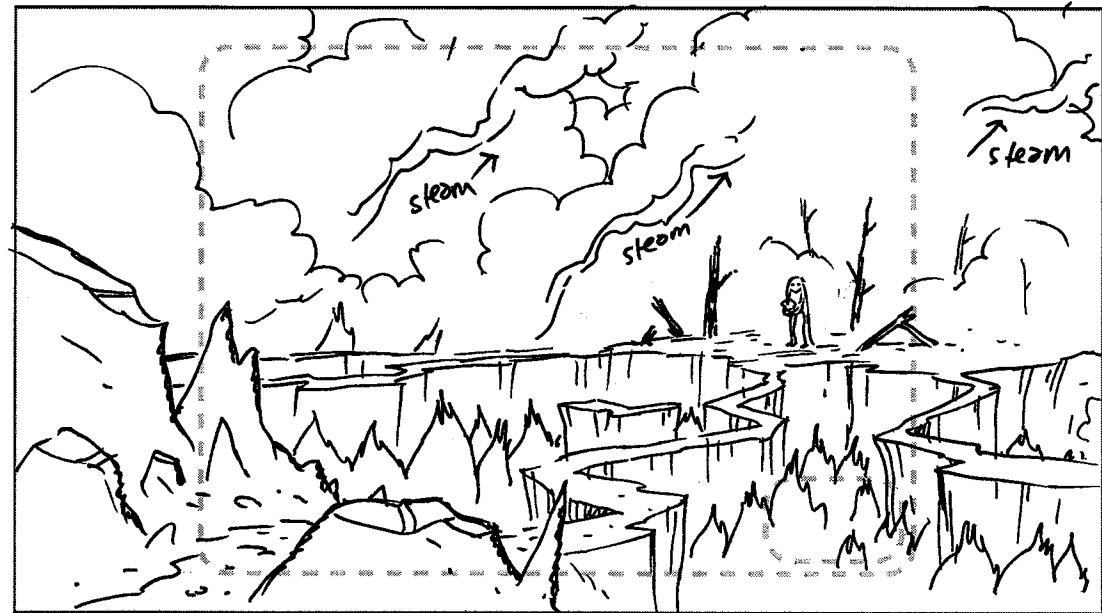
Production :

ADVENTURE TIME

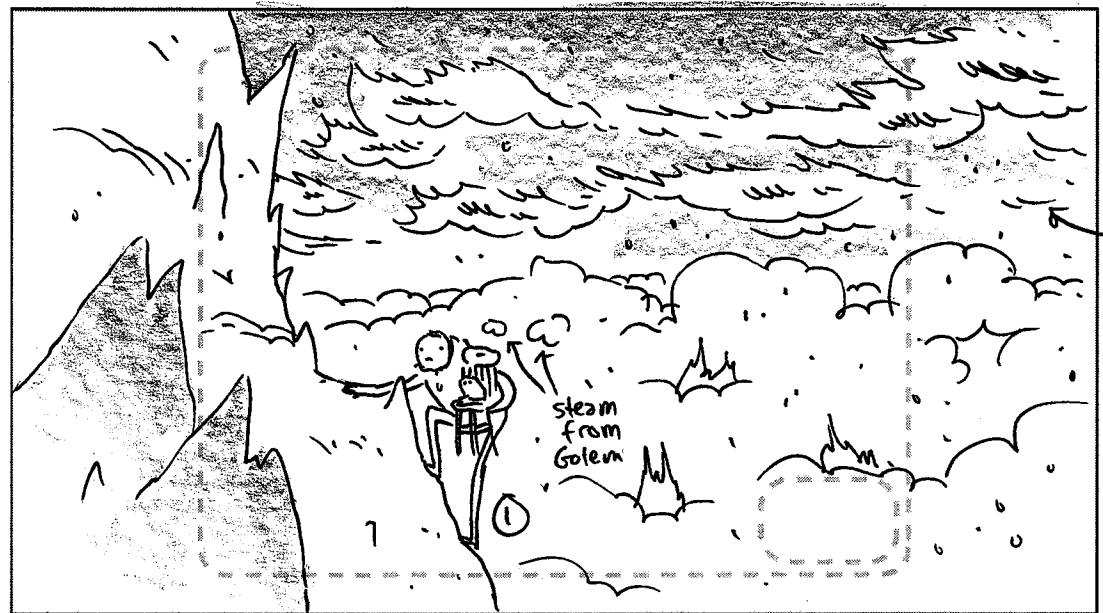


Page 180

Sc. 116 Pnl. A Bg. day night



Sc. 117 Pnl. A Bg. day night





Fire clouds
Raining
Ashes

EPISODE #

100863

176.5
★

Dialog:	
Action:	Fire clouds rain ashes.
Timing:	



snowskin gets melty

GOLEMS SKIN STARTS
TURNING GRAY

Production :

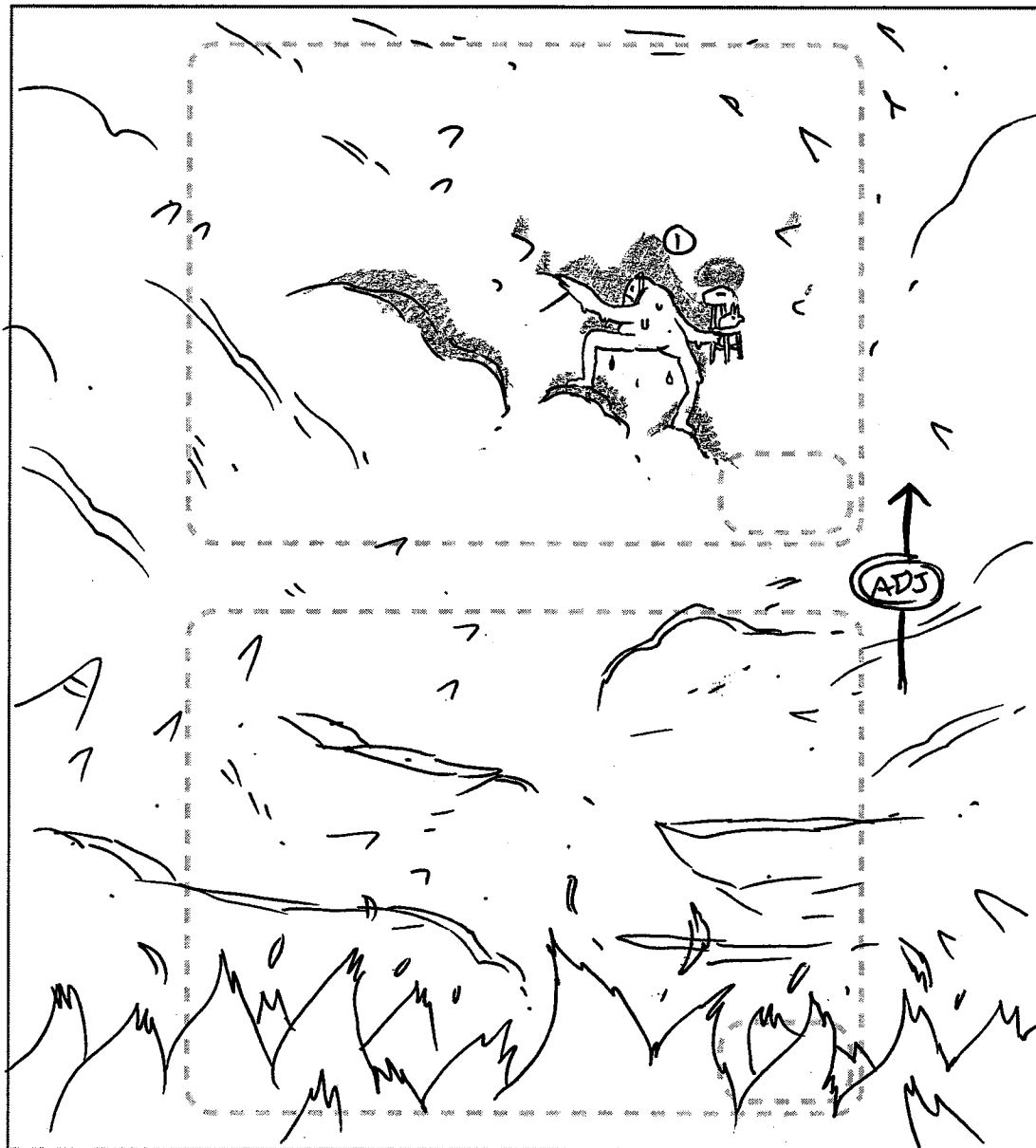
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ADVENTURE TIME



Page 181

Sc. 118 Pnl. A Bg. day night



snow skin melts
more
skin is more
gray

Dialog:

Action:

Golem looks down at Fire.

Timing:

EPISODE #

Production :

100863

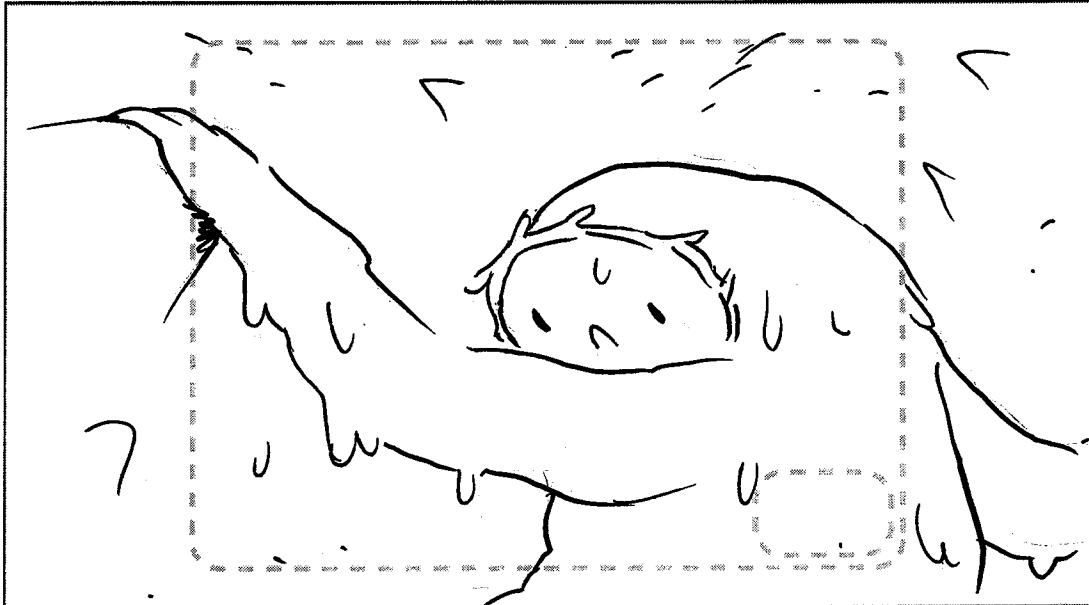
ADVENTURE TIME



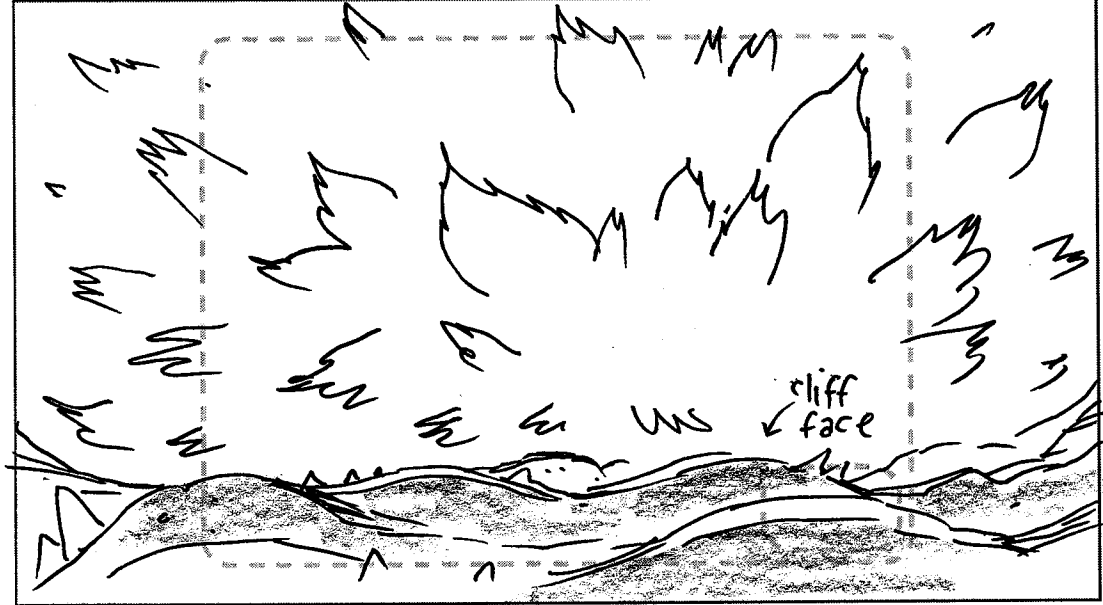
182

Page

Sc. 119 Pnl. A Bg. day night



Sc. 120 Pnl. A Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100863

Production :

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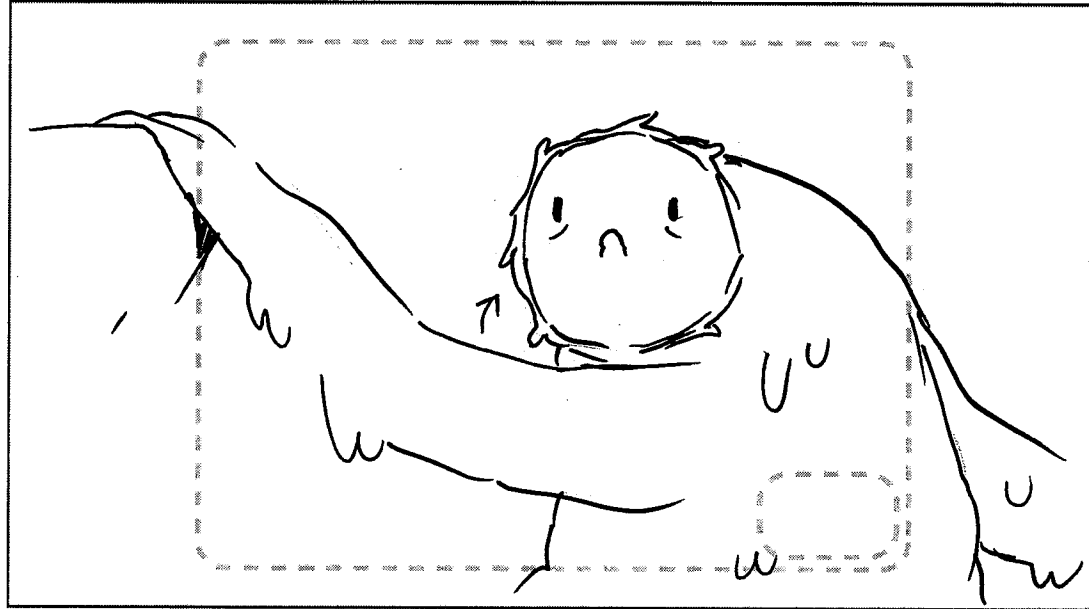
ADVENTURE TIME



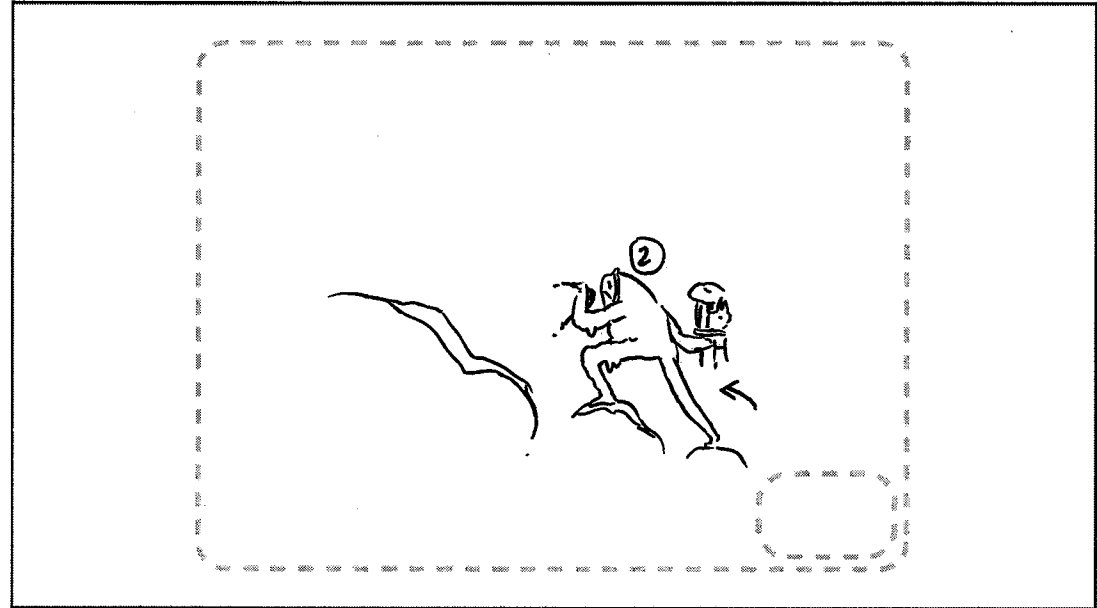
183

Page

Sc. 121 Pnl. A Bg. day night



Sc. 122 Pnl. A Bg. day night



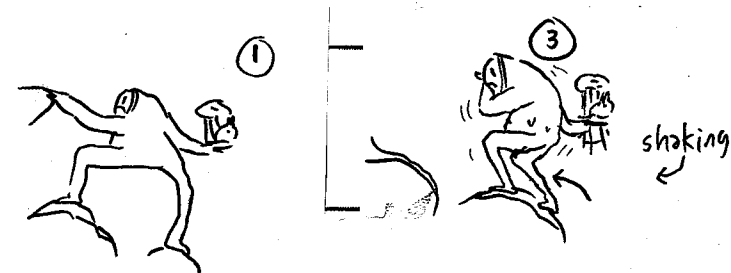
Dialog:

Golem: *gulp!*

Action:

Golem steps onto ledge, but then gets scared and trembles.

Timing:



100863

EPISODE #

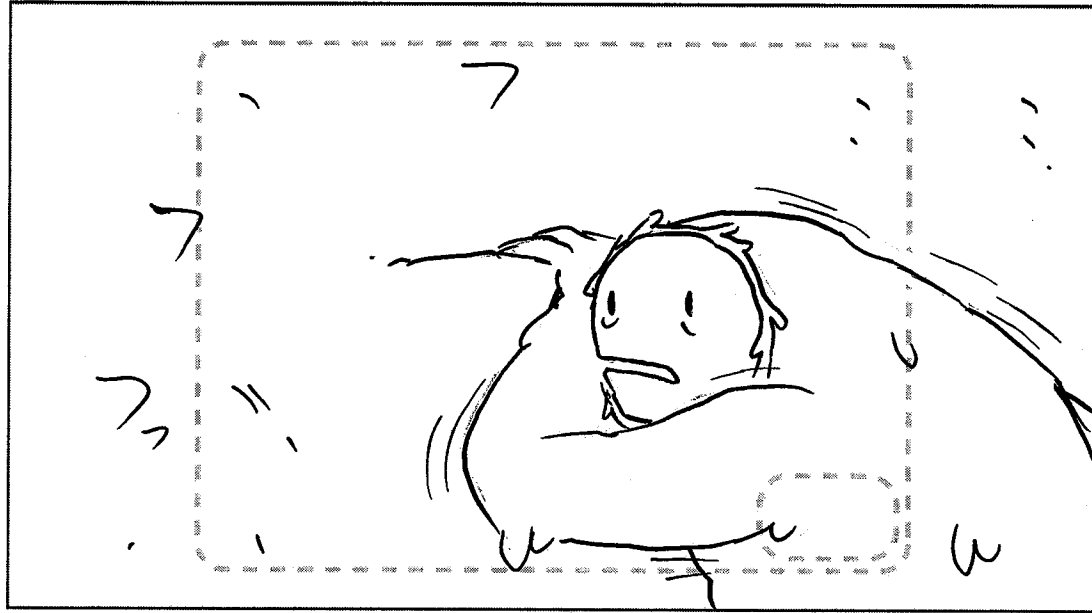
Production :

ADVENTURE TIME

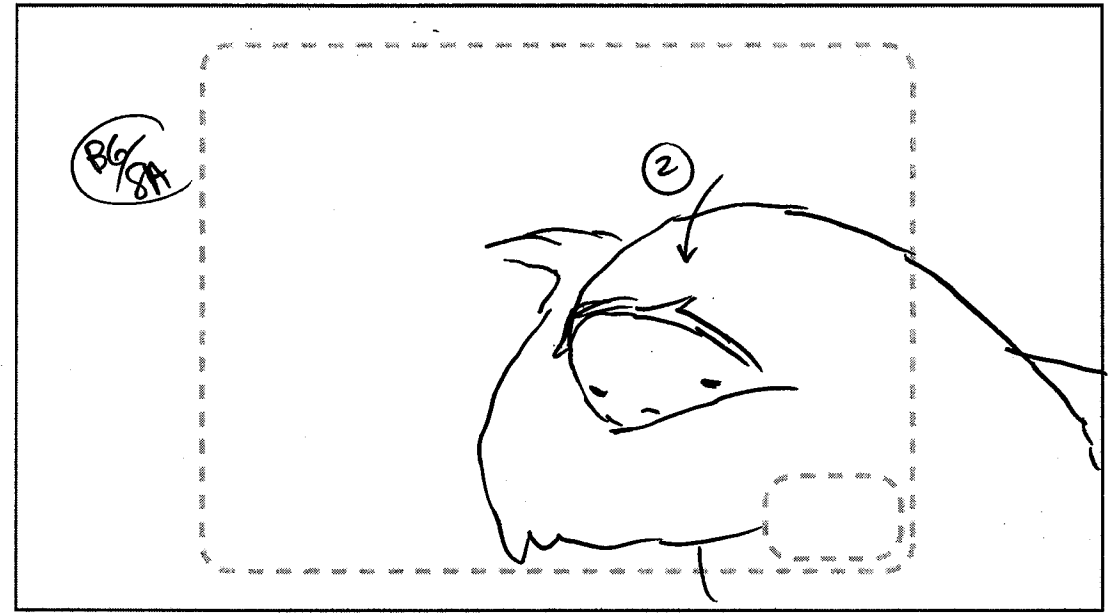


Page 184

Sc. 123 Pnl. A Bg. day night



Sc. 123 Pnl. B Bg. day night



Dialog:

Action:

Timing:

golem looks down
At Fire.



EPISODE #

Production :

100863

ADVENTURE TIME



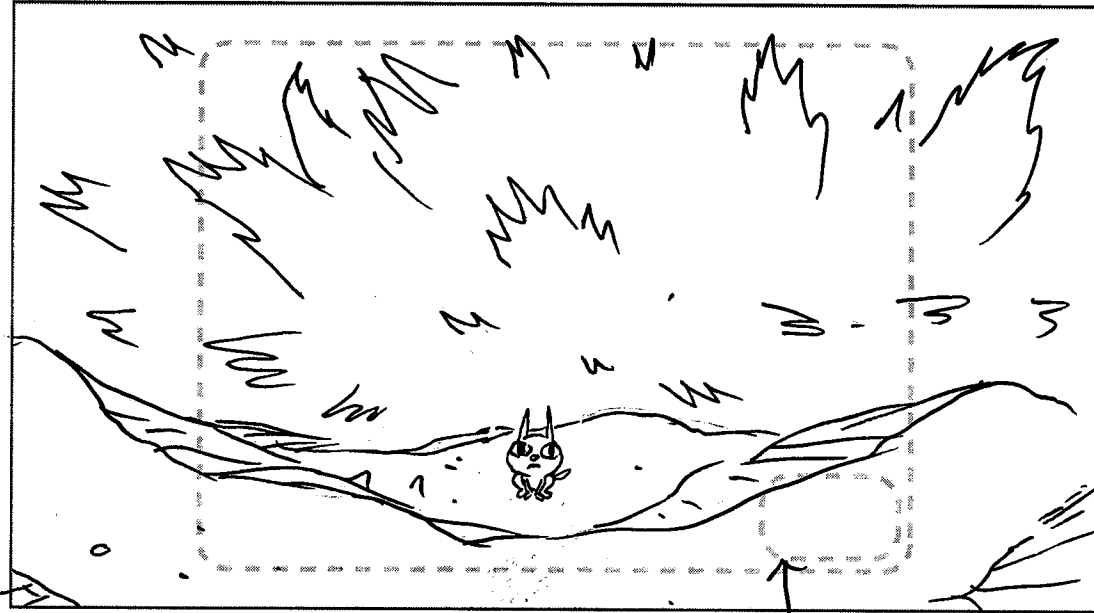
Page 185

Sc. 124

Pnl. A

Bg.

day night



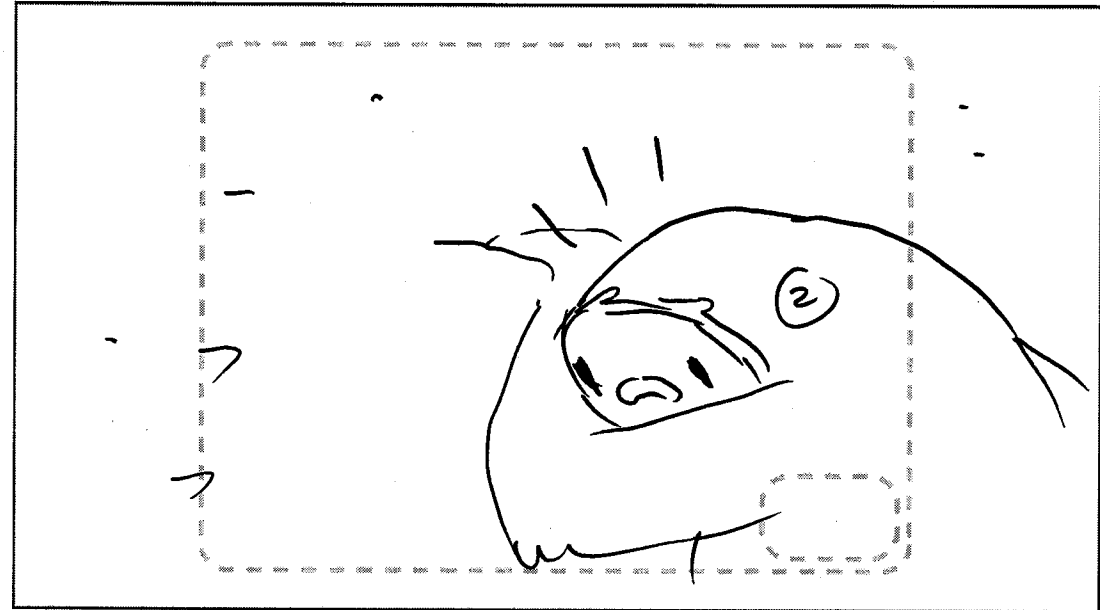
tighter
shot on
same BG
as before

Sc. 125

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

Golem sees pup



Production :

EPISODE #

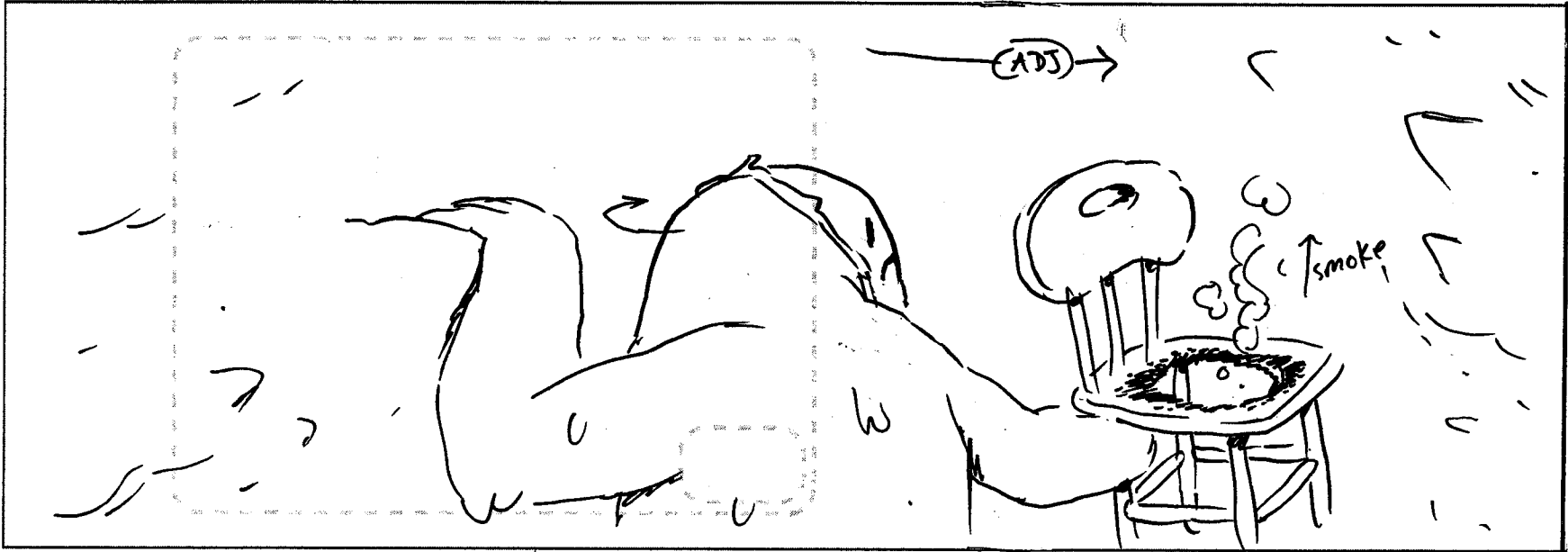
100863

5

ADVENTURE TIME



Sc. 125 Pnl. B Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100863
Production :

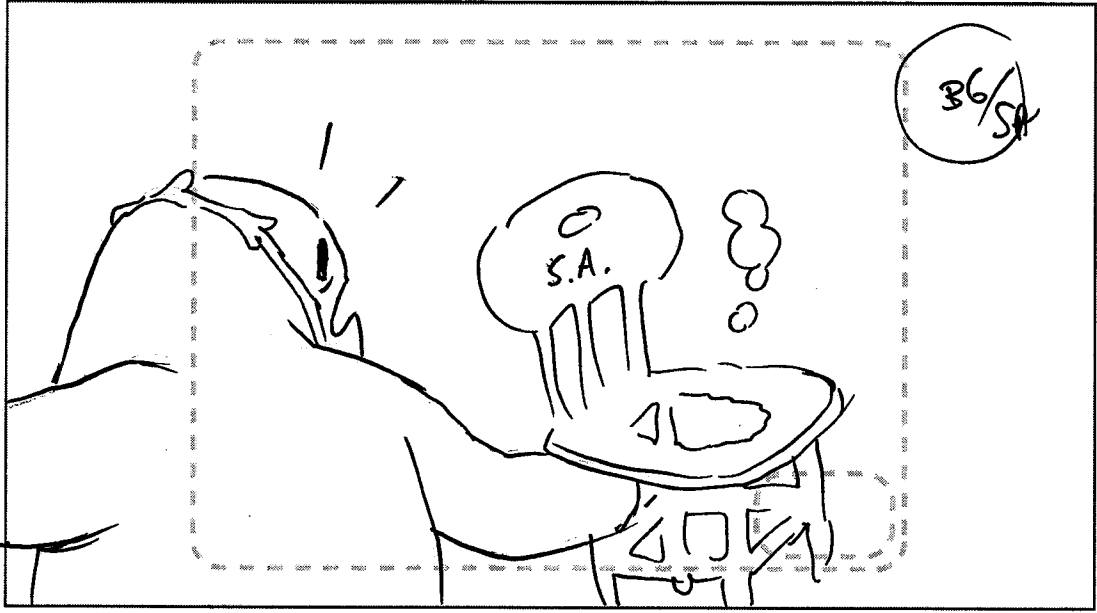
ADVENTURE TIME



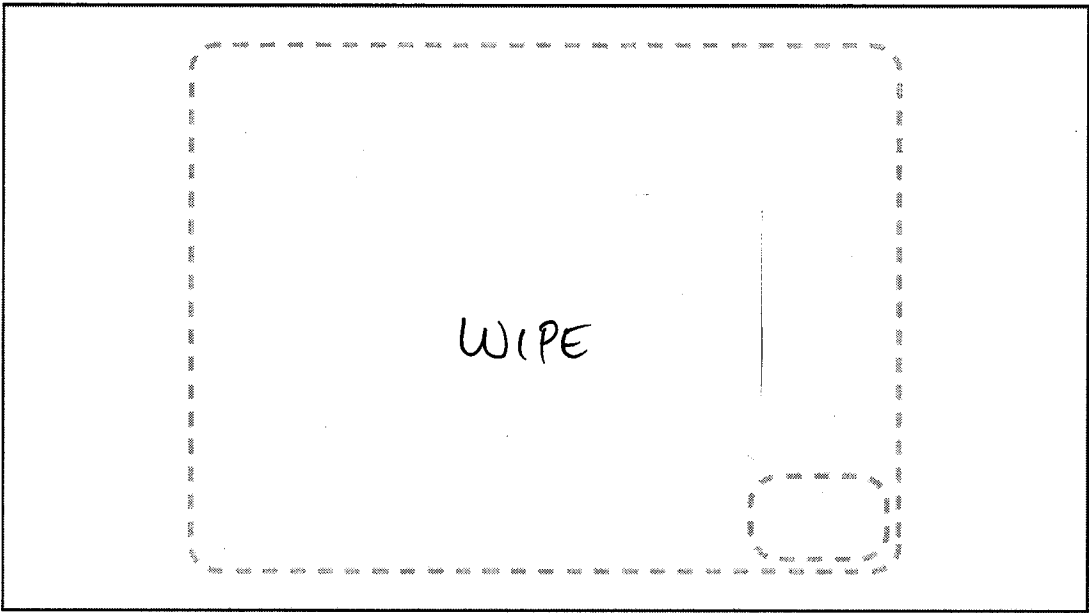
187

Page _____

Sc. 125 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100863

Production :

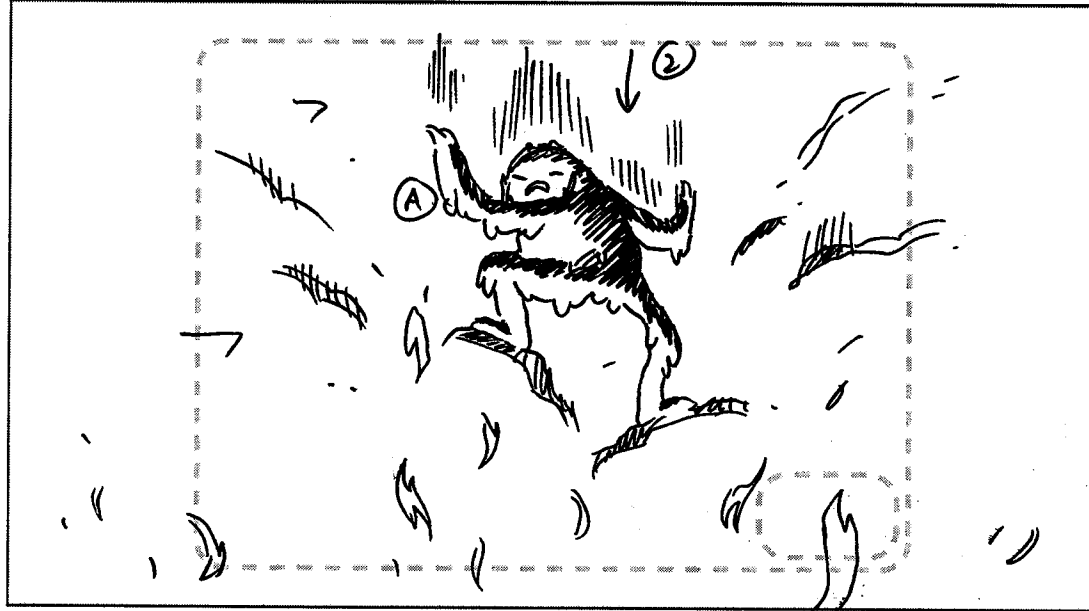
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ADVENTURE TIME

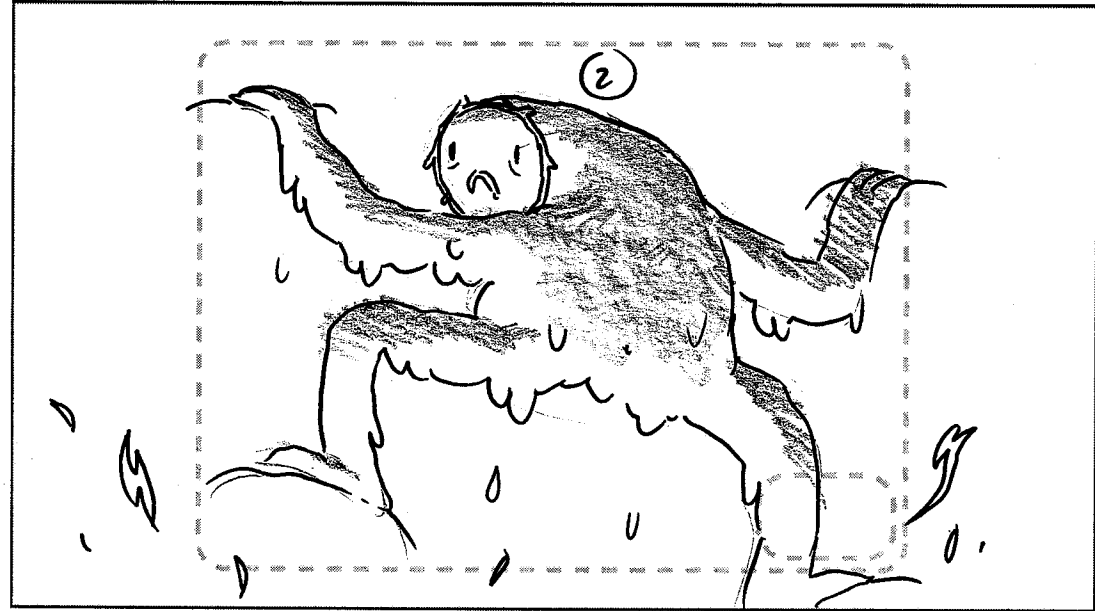


Page 188

Sc. 126 Pnl. A Bg. day night



Sc. 127 Pnl. A Bg. day night



Dialog:

Action: ①②ⒶⒷⒶ Golem shakes head as though disgusted/allergic to heat.

Timing



Production :

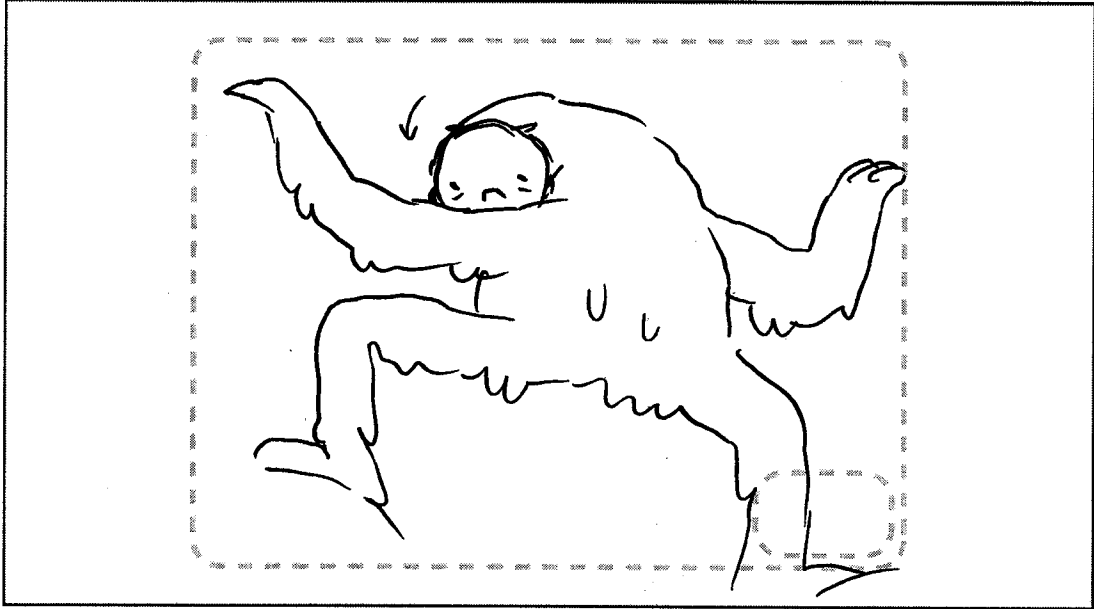
EPISODE #

100863

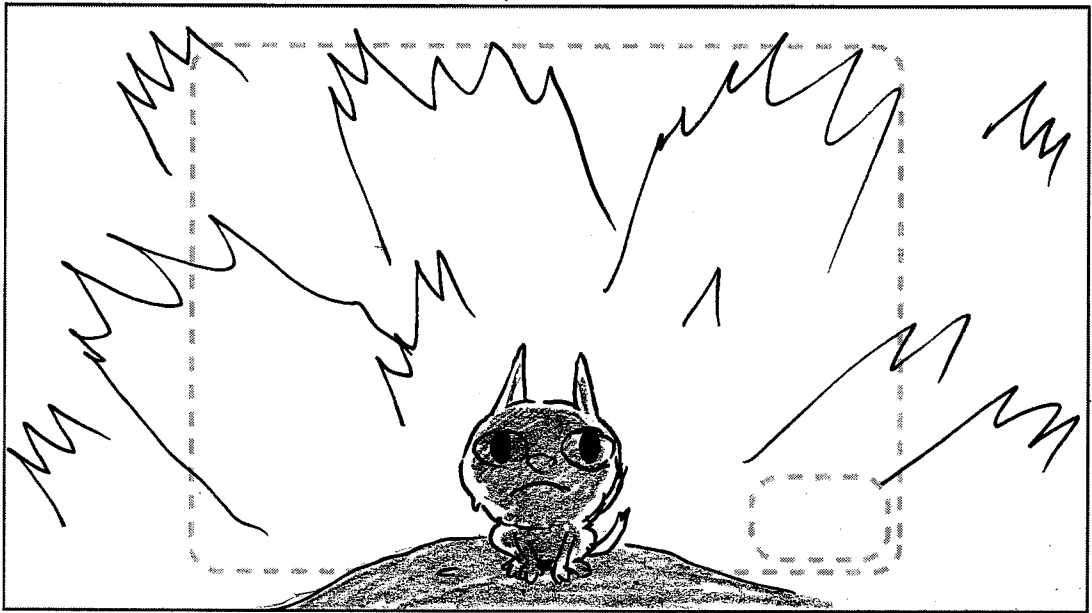
ADVENTURE TIME



Sc. 127 Pnl. B Bg. day night



Sc. 128 Pnl. A Bg. day night



Dialog:	SFX: FIRE ROAAARRR !!! super loud
Action:	Fire rages violently and loudly
Timing:	

100863

EPISODE #

Production :

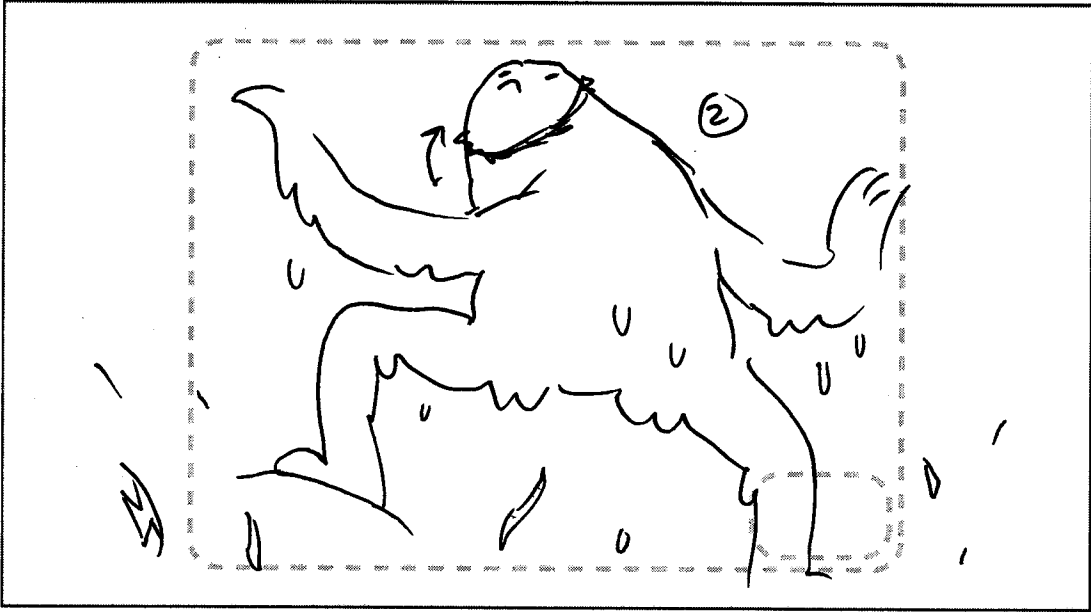
ADVENTURE TIME



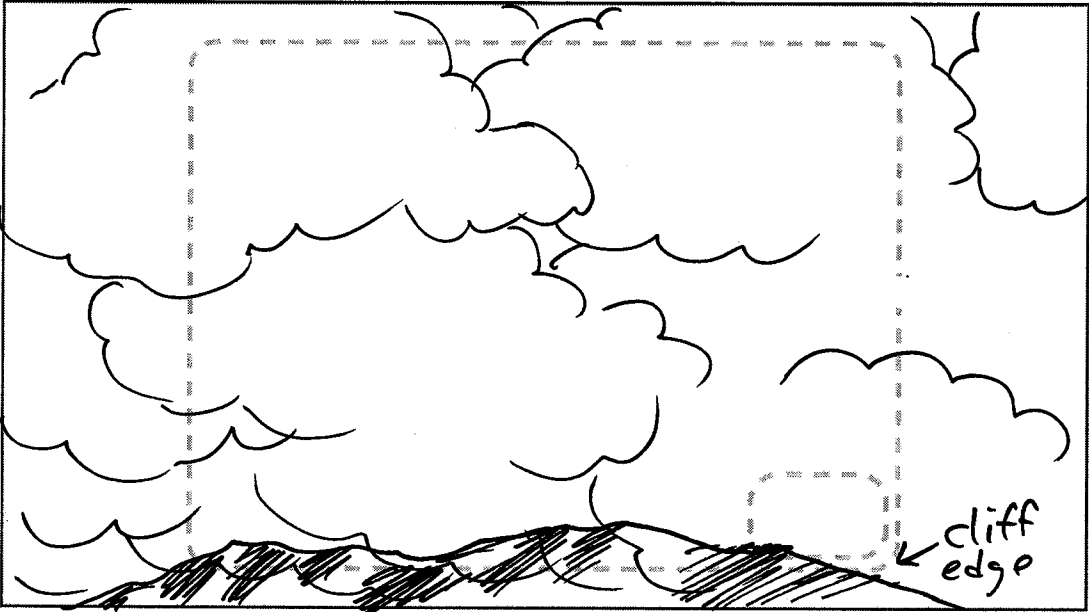
190

Page _____

Sc. 129 Pnl. A Bg. day night



Sc. 130 Pnl. A Bg. day night



Dialog:	
Action:	
Timing:	

100863

EPISODE #

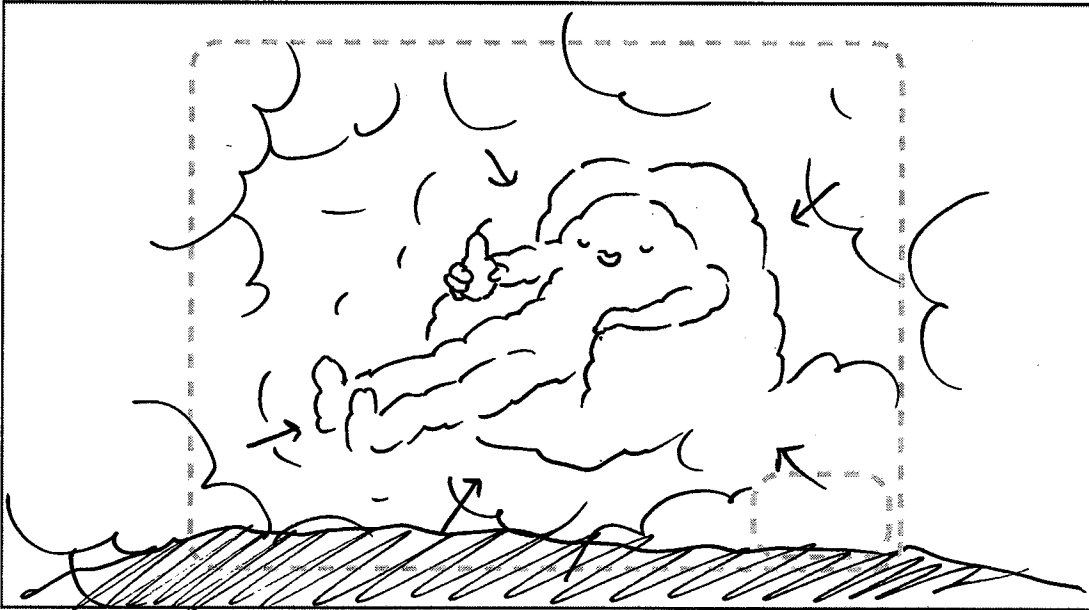
16

Production :

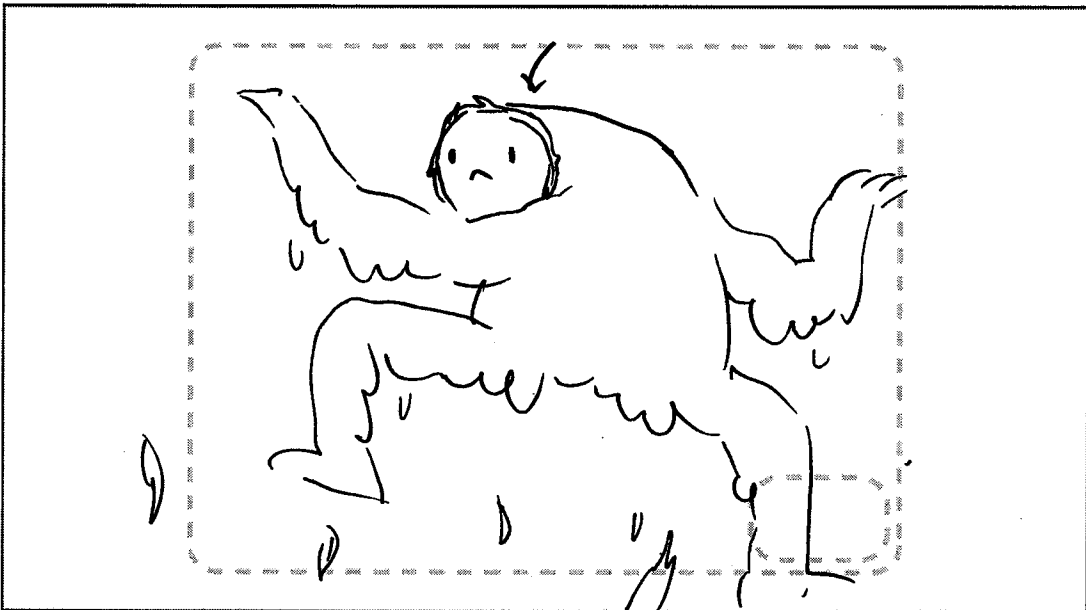
ADVENTURE TIME



Sc. 130 Pnl. B Bg. day night



Sc. 131 Pnl. A Bg. day night



Dialog:	SKY GOLEM: Ahh...	GOLEM: Sigh...
Action:	clouds come together to form Golem in choir w/ pear.	
Timing:		

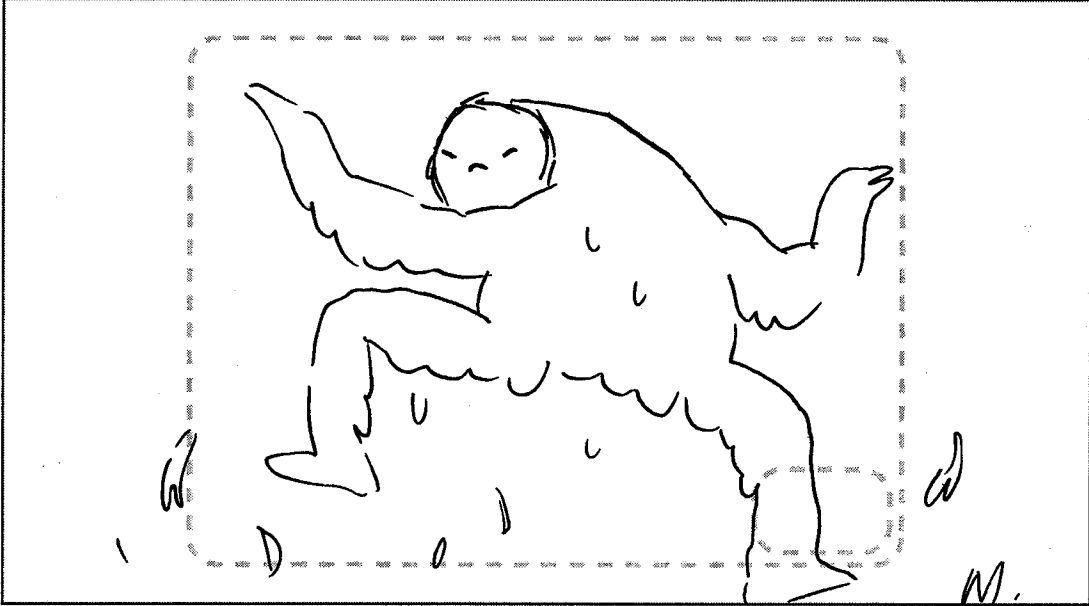
EPISODE # 100863

Production :

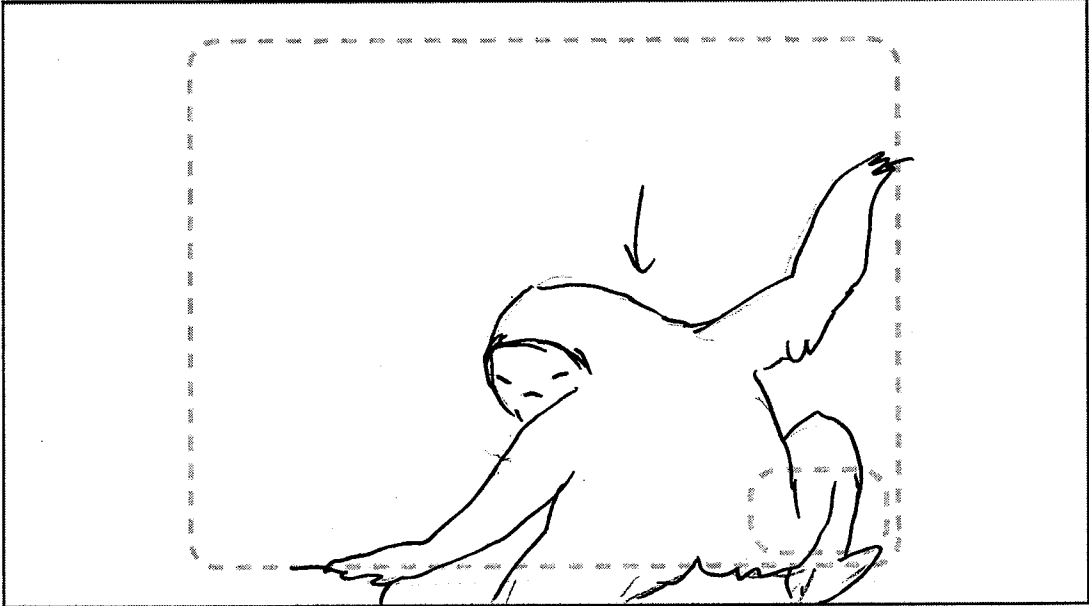
ADVENTURE TIME



Sc. 131 Pnl. B Bg. day night



Sc. 131 Pnl. C Bg. day night



Dialog:
(Golem:) harumph

Action:
Golem summons courage!

Timing:



100863

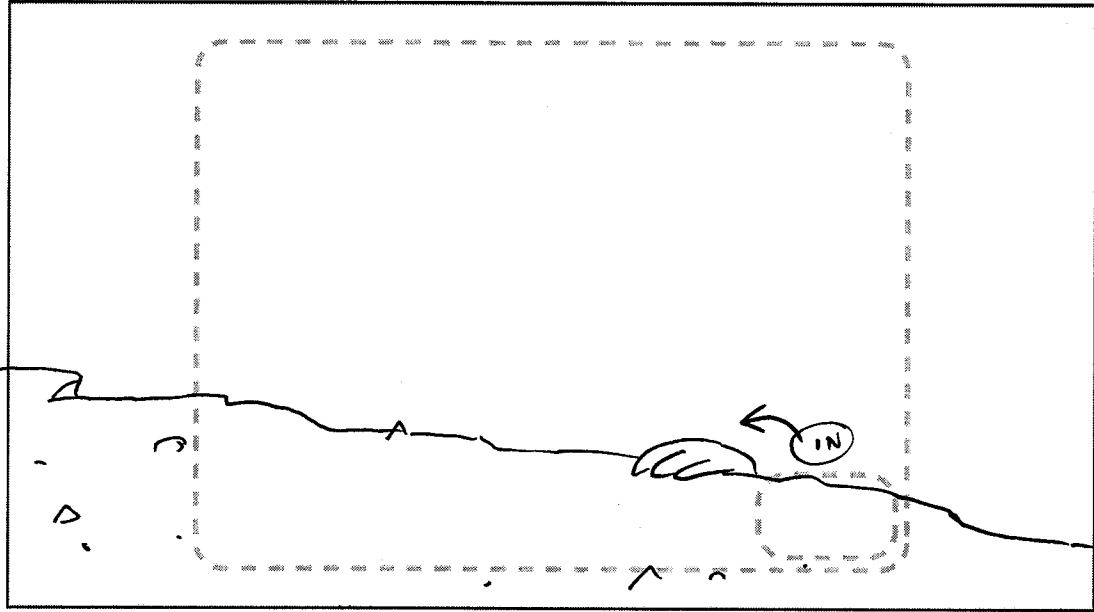
EPISODE #

Production :

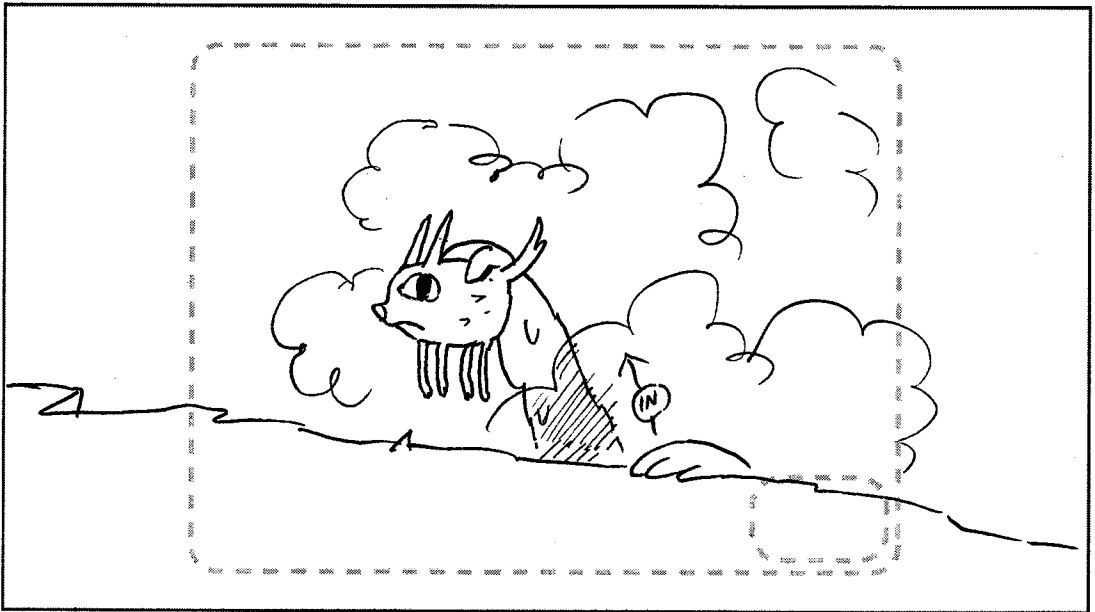
ADVENTURE TIME



Sc. 132 Pnl. A Bg. day night



Sc. 132 Pnl. B Bg. day night



Dialog:
Action:
Timing:

EPISODE #

Production :

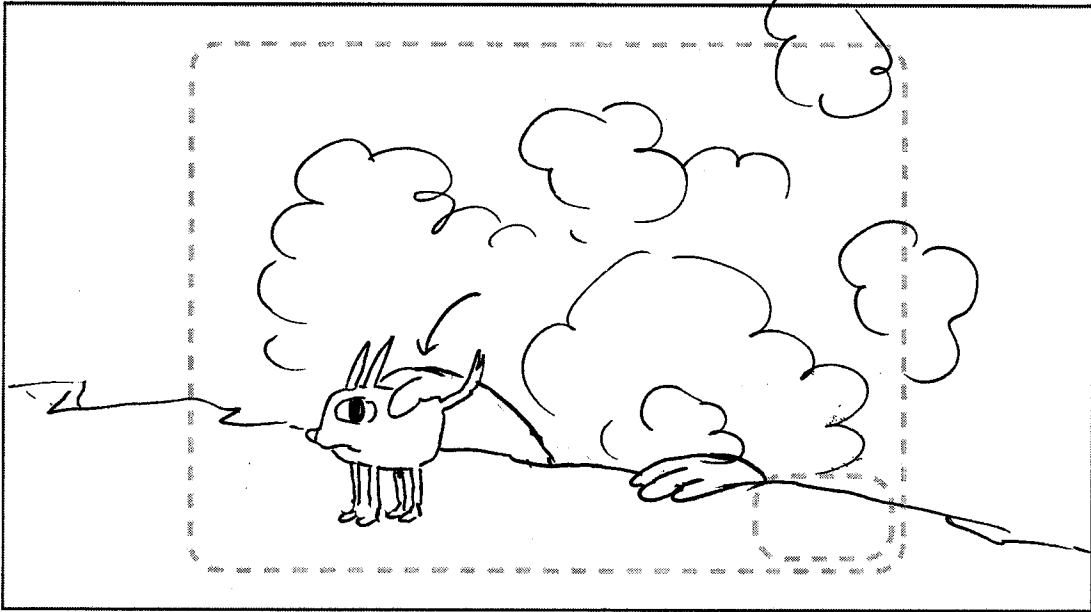
100863

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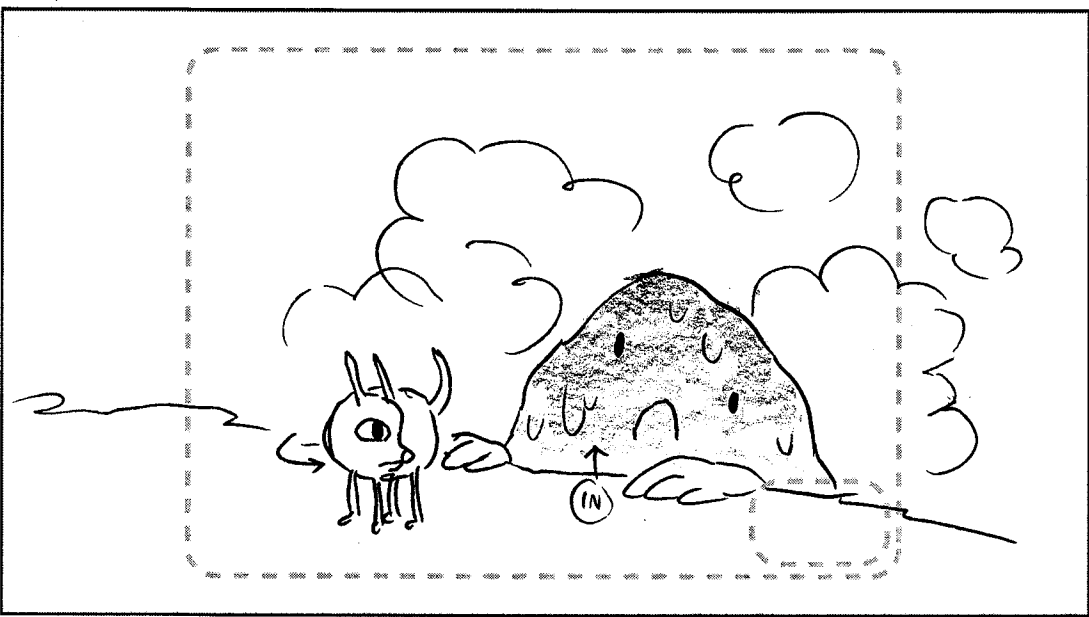
ADVENTURE TIME



Sc. 132 Pnl. C Bg. day night



Sc. 132 Pnl. D Bg. day night



Dialog:
Action:
Timing:

Production :

EPISODE #

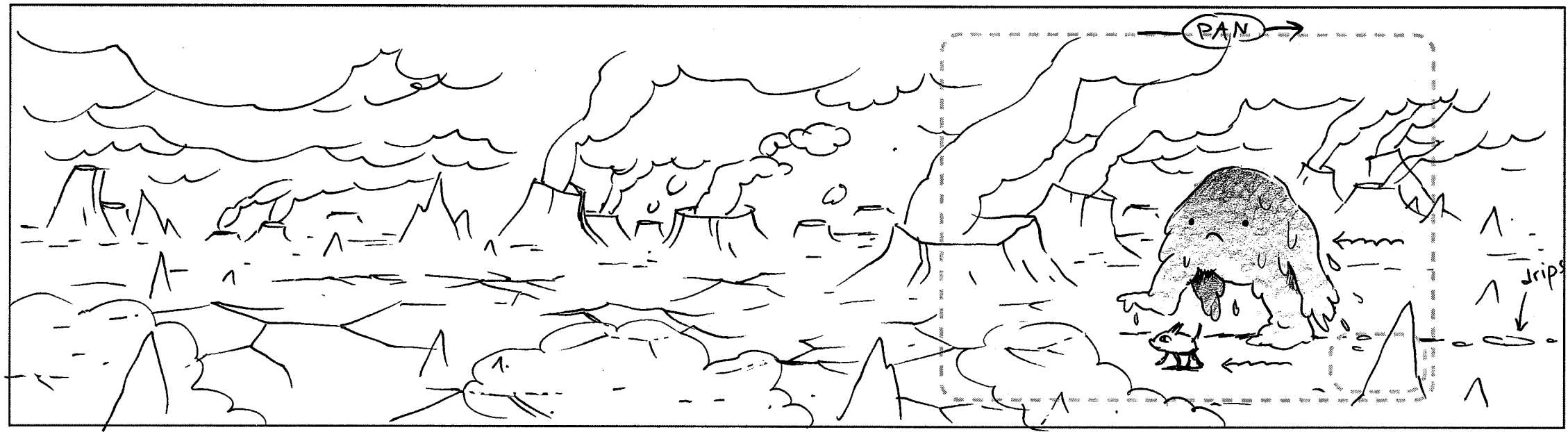
100863

ADVENTURE TIME



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Sc. 133 Pnl. A Bg.



Dialog:
Action:
Timing:

EPISODE # 100863

Production :

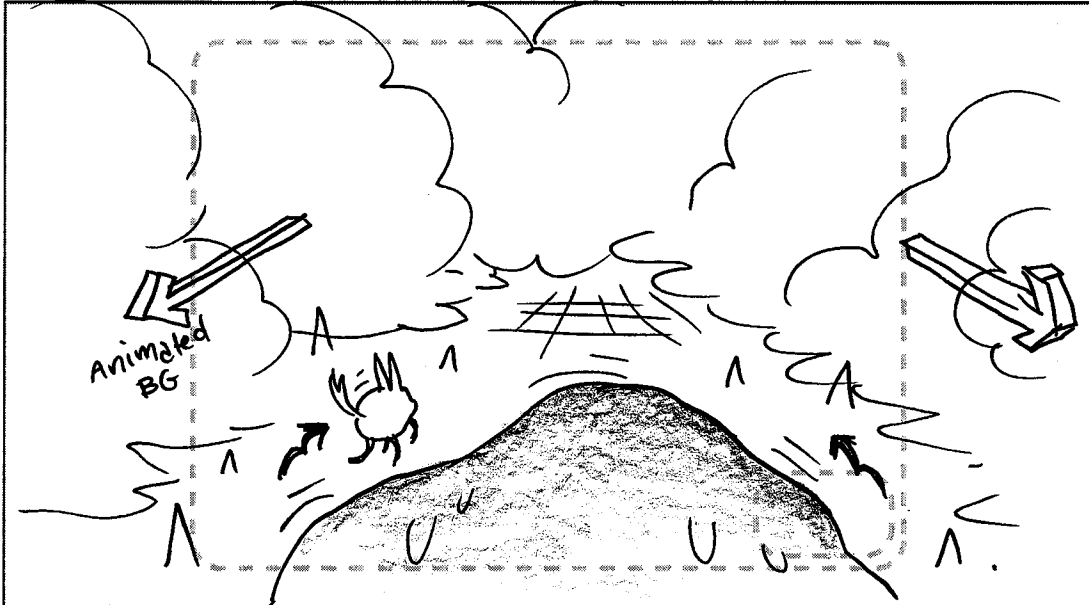
★
177

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ADVENTURE TIME



Sc. 134 Pnl. A Bg. day night



Sc. 134 Pnl. B Bg. day night



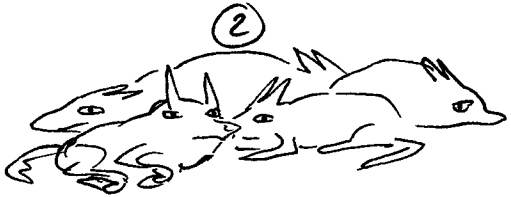
Dialog:

Action:

Timing:

WOLF PACK: 3: GRRRRR...

Smoke clouds part and reveal wolf pack.
Wolves notice golem and growl.



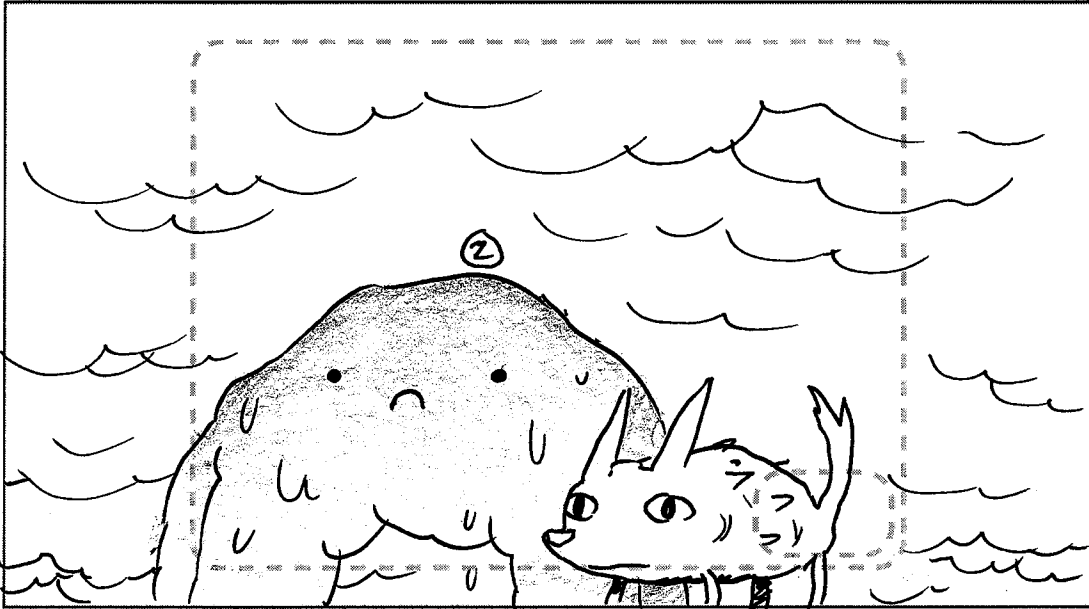
EPISODE # 100863

Production :

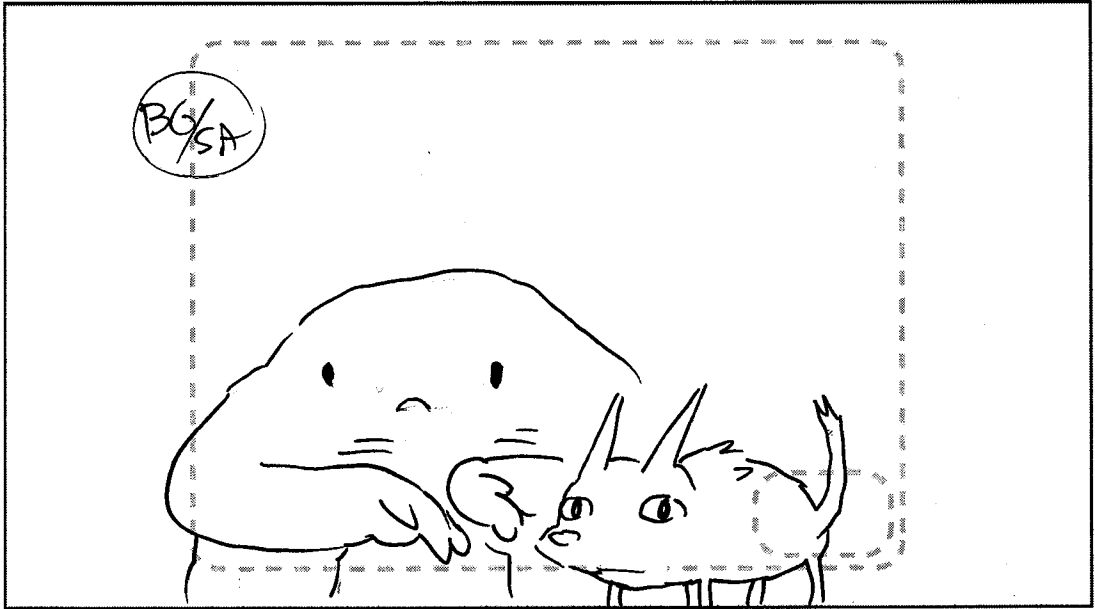
ADVENTURE TIME



Sc. 135 Pnl. A Bg. day night



Sc. 135 Pnl. B Bg. day night



Dialog:	<p>(Golem) (doesn't open mouth)</p> <p>mnnmnn</p>	
Action:		<p>Golem gestures at pup, as if to say "I brought your pup!!"</p>
Timing:		

100863

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EPISODE #

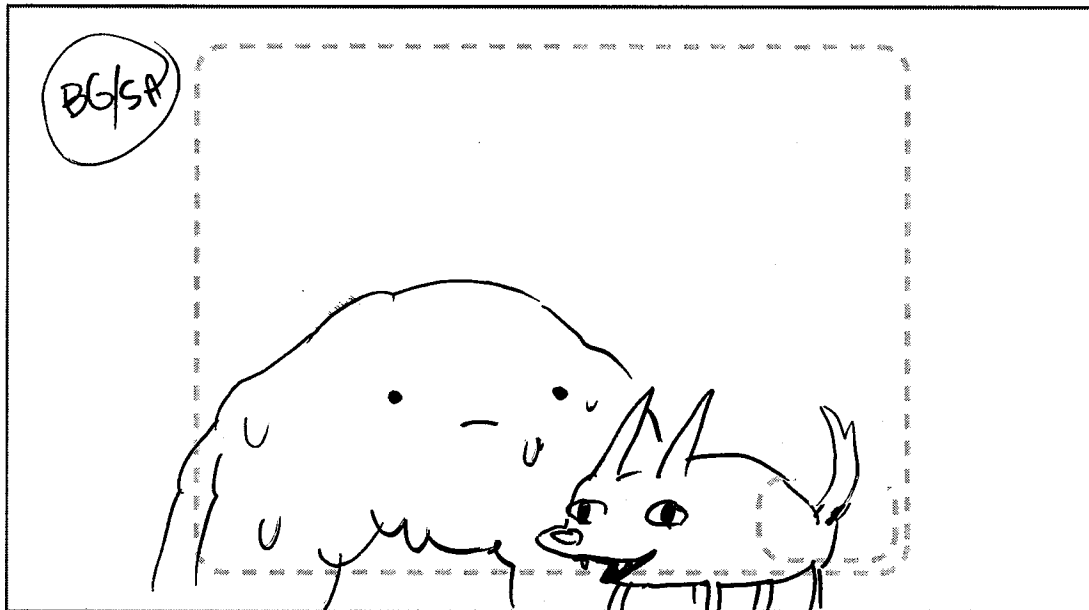
Production :

ADVENTURE TIME

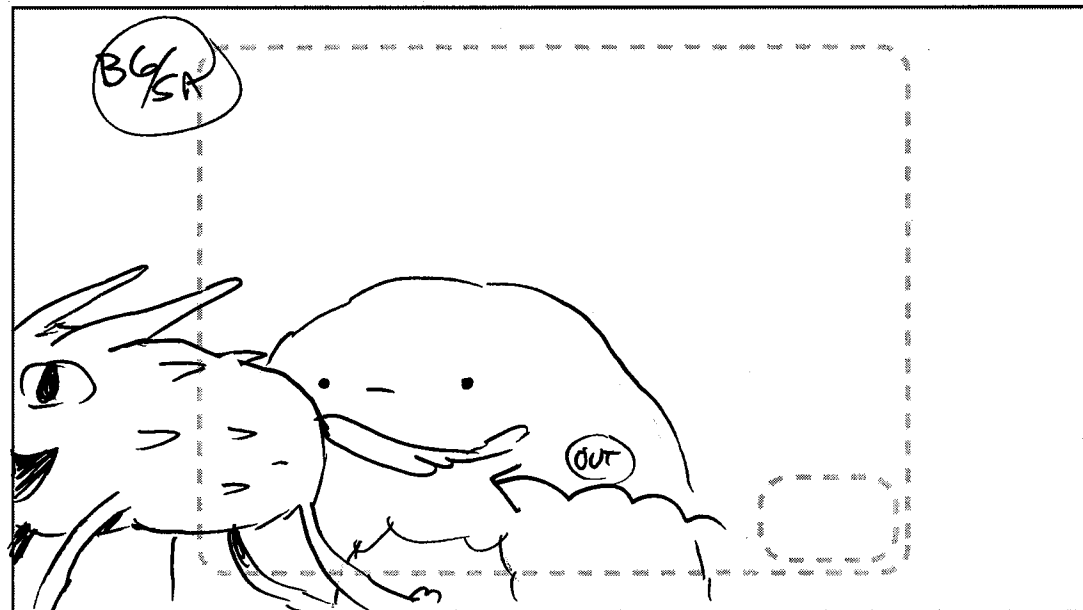


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Sc. 135 Pnl. C Bg. day night



Sc. 135 Pnl. D Bg. day night



Dialog:

(PUP:) YIP YIP!!

Action:

Timing:

EPISODE # 100863

Production :

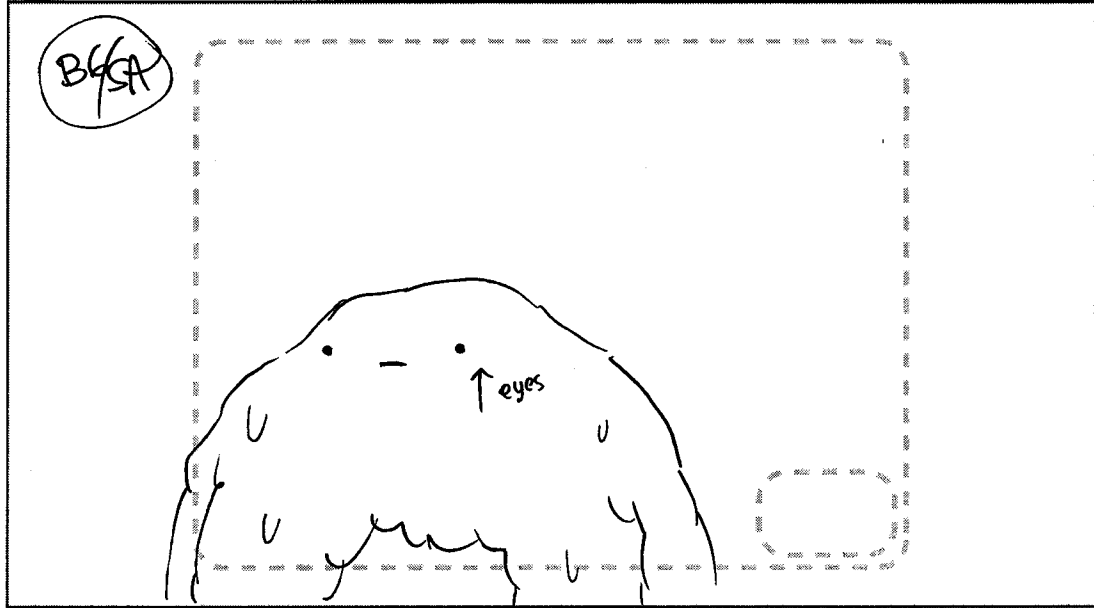
180

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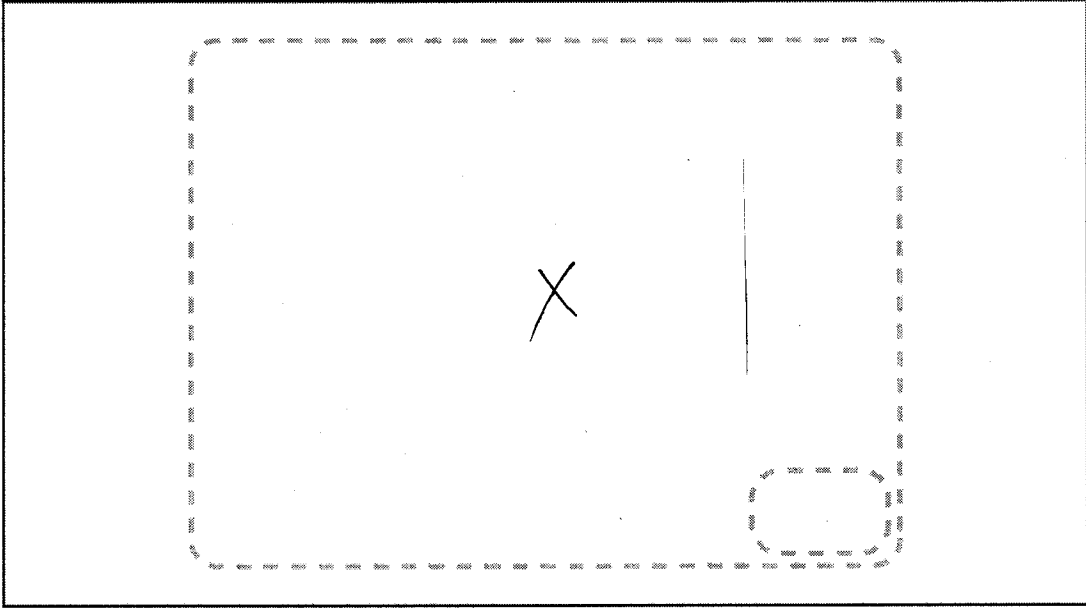
ADVENTURE TIME



Sc. 135 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

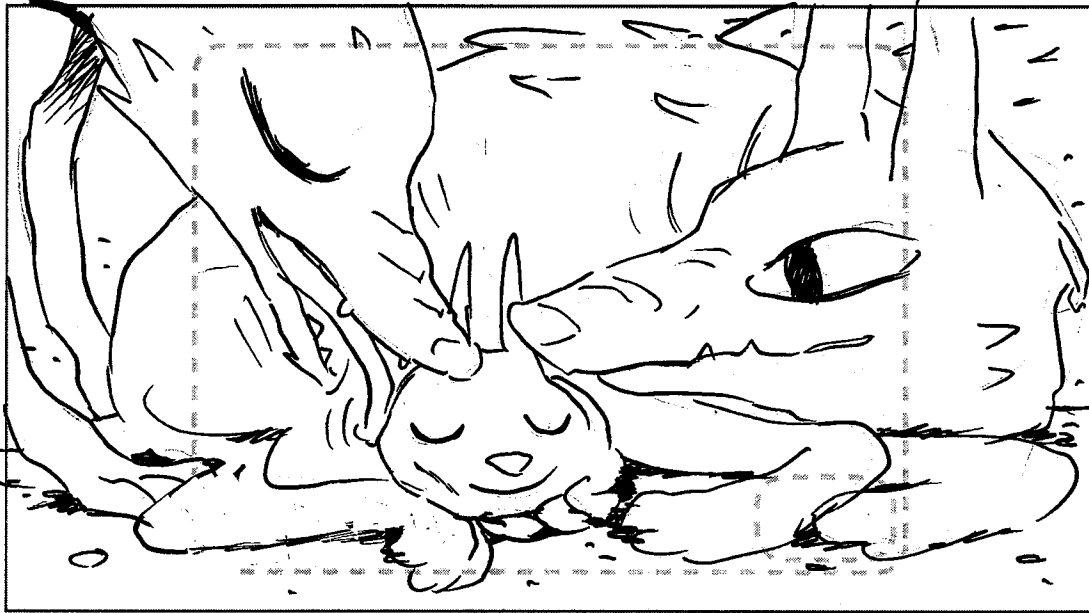
EPISODE # 100863

Production :

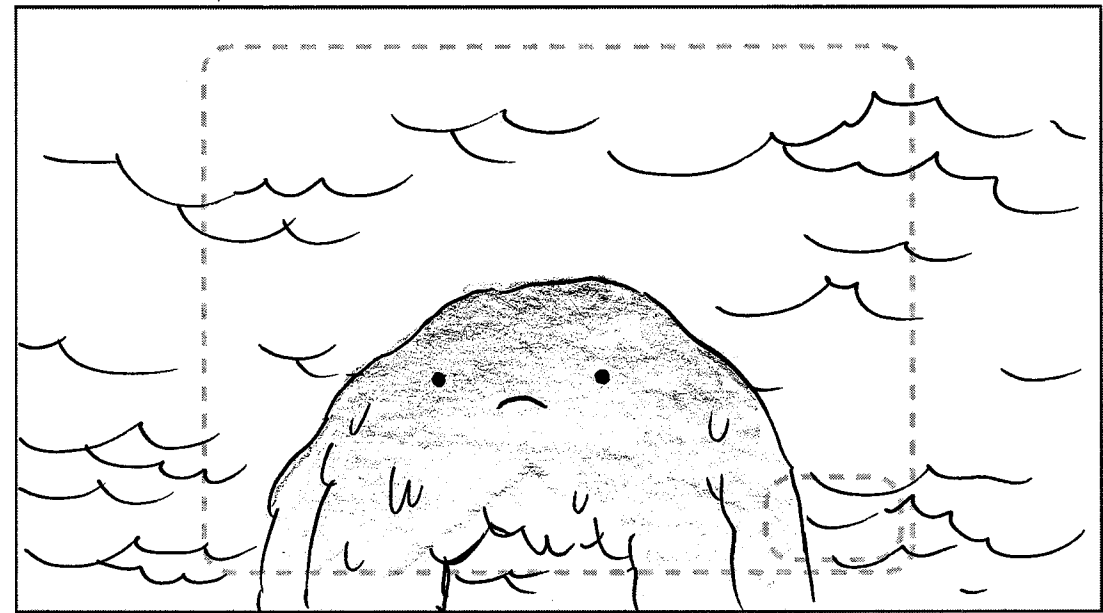
ADVENTURE TIME



Sc. 136 Pnl. A Bg. day night



Sc. 137 Pnl. A Bg. day night



Dialog:	SEX: * lick lick lick *
Action:	wolf licks pup
Timing:	

EPISODE #

100863

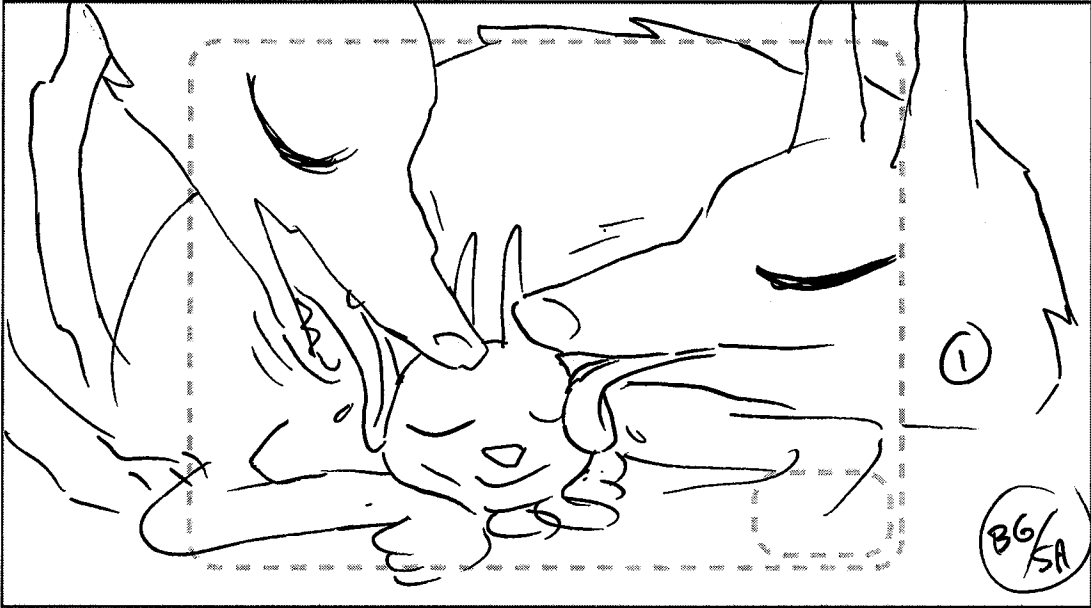
18/5

Production :

ADVENTURE TIME



Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog:	SFX: *Lick lick lick *	(WOLF:) GRRRRR
Action:	Both wolves lick pup.	wolf turns and growls at Golem
Timing:		

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EPISODE #

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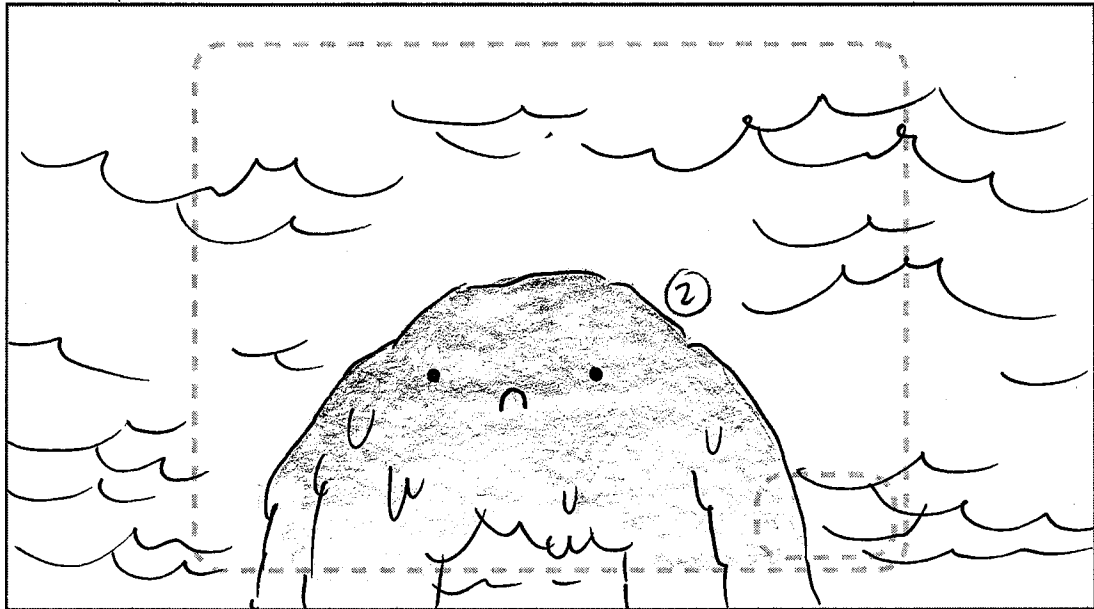
Production :

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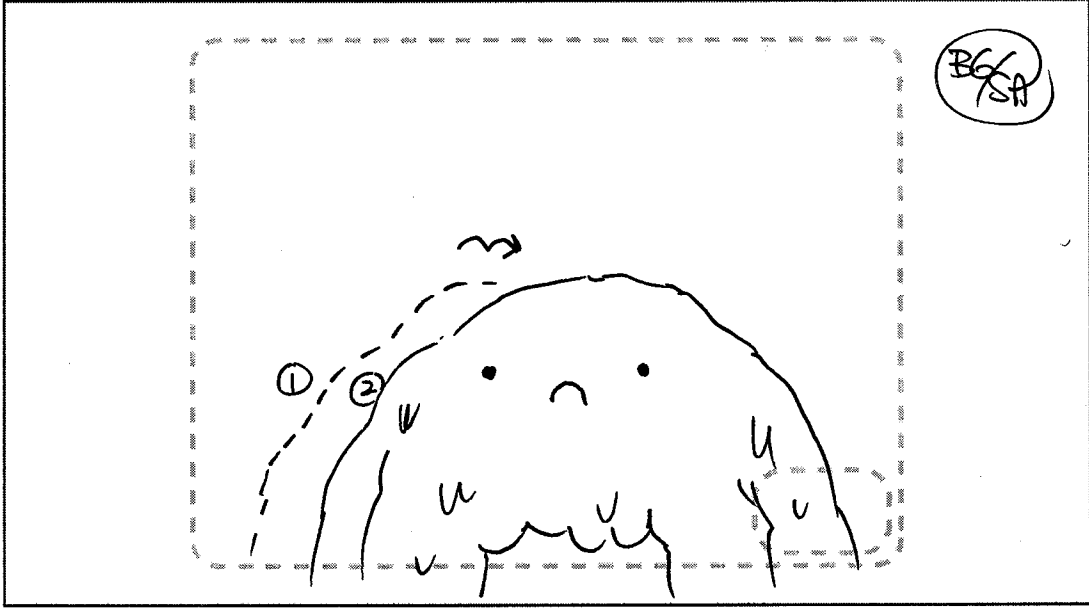
ADVENTURE TIME



Sc. 139 Pnl. A Bg. day night



Sc. 139 Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	Golem takes <u>one</u> <u>step</u> backward

EPISODE #

100863

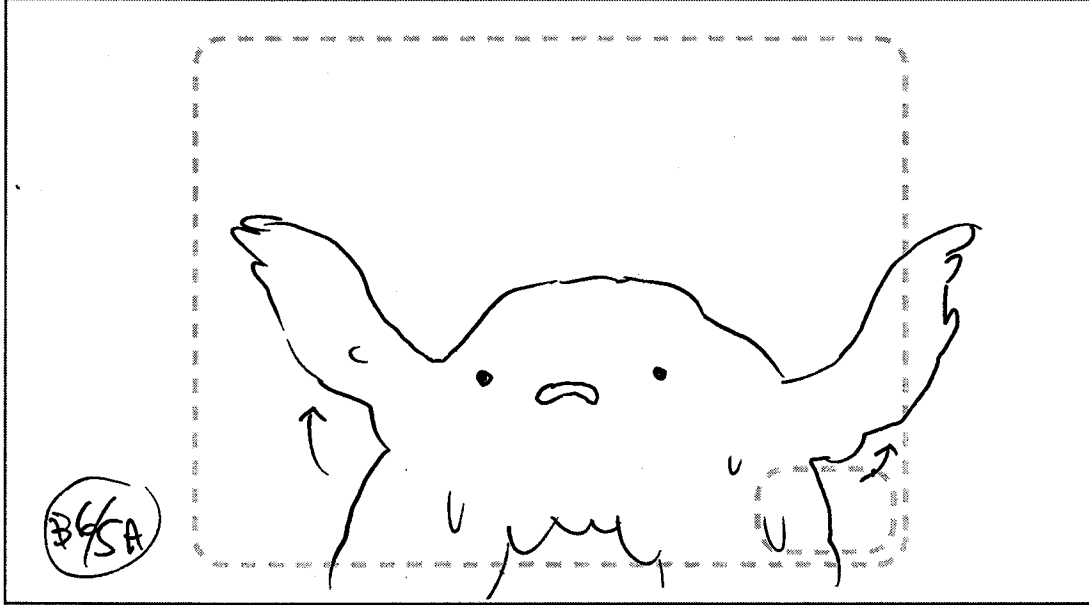
182.5

Production :

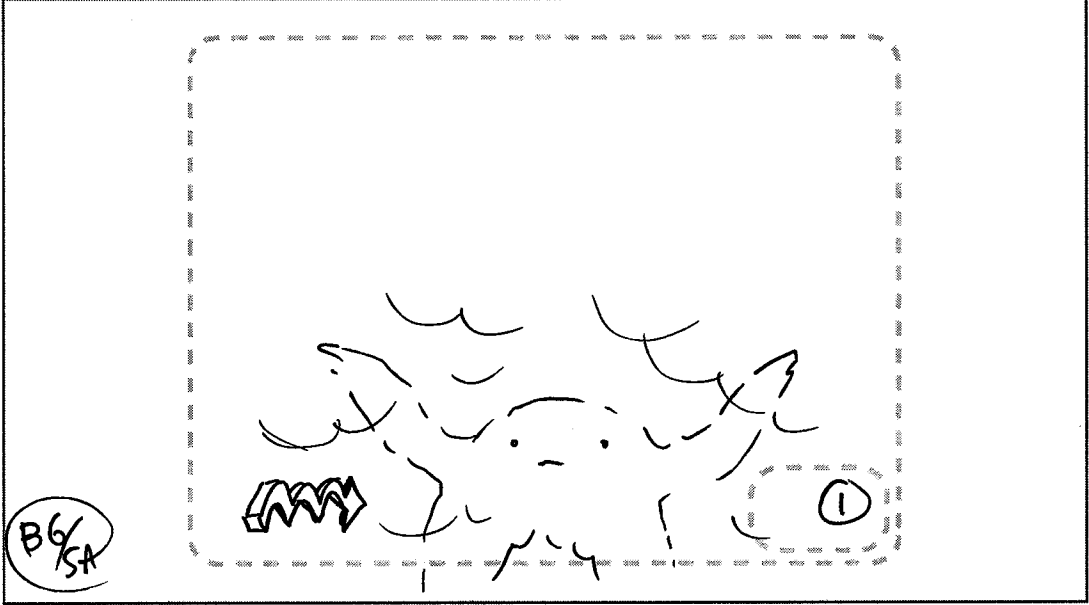
ADVENTURE TIME



Sc. 139 Pnl. c Bg. day night



Sc. 139 Pnl. D Bg. day night



Dialog:	(Golem:) (calmly) gynah
Action:	Golem walks backward and disappears into smoke.
Timing:	

EPISODE # 100863

Production :

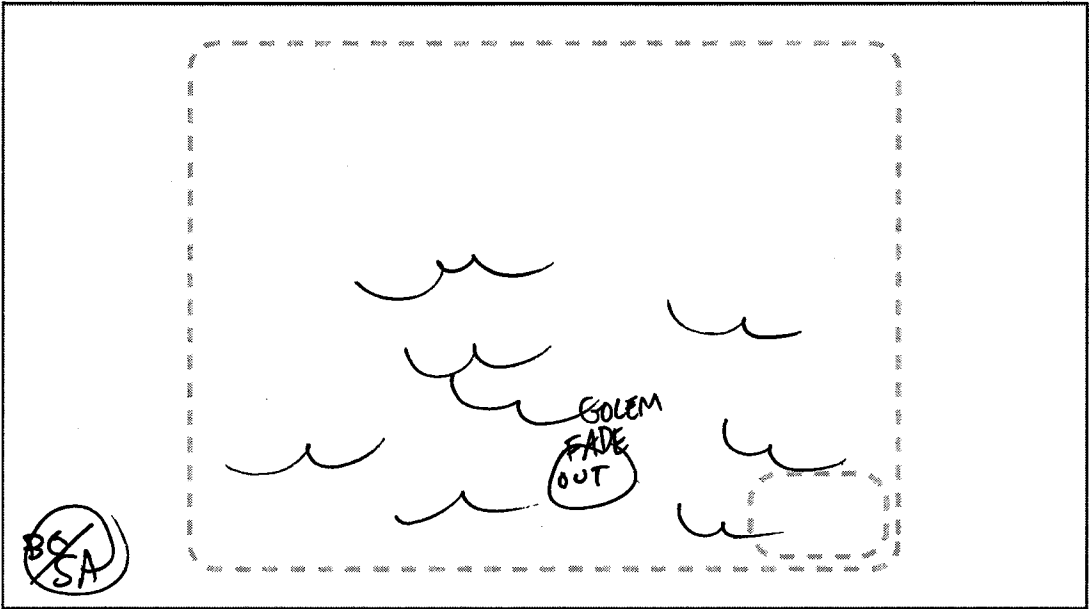
ADVENTURE TIME



Sc. 139 Pnl. E Bg. day night



Sc. 139 Pnl. F Bg. day night



Dialog:
Action:
Timing:

100863

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EPISODE #

Production :

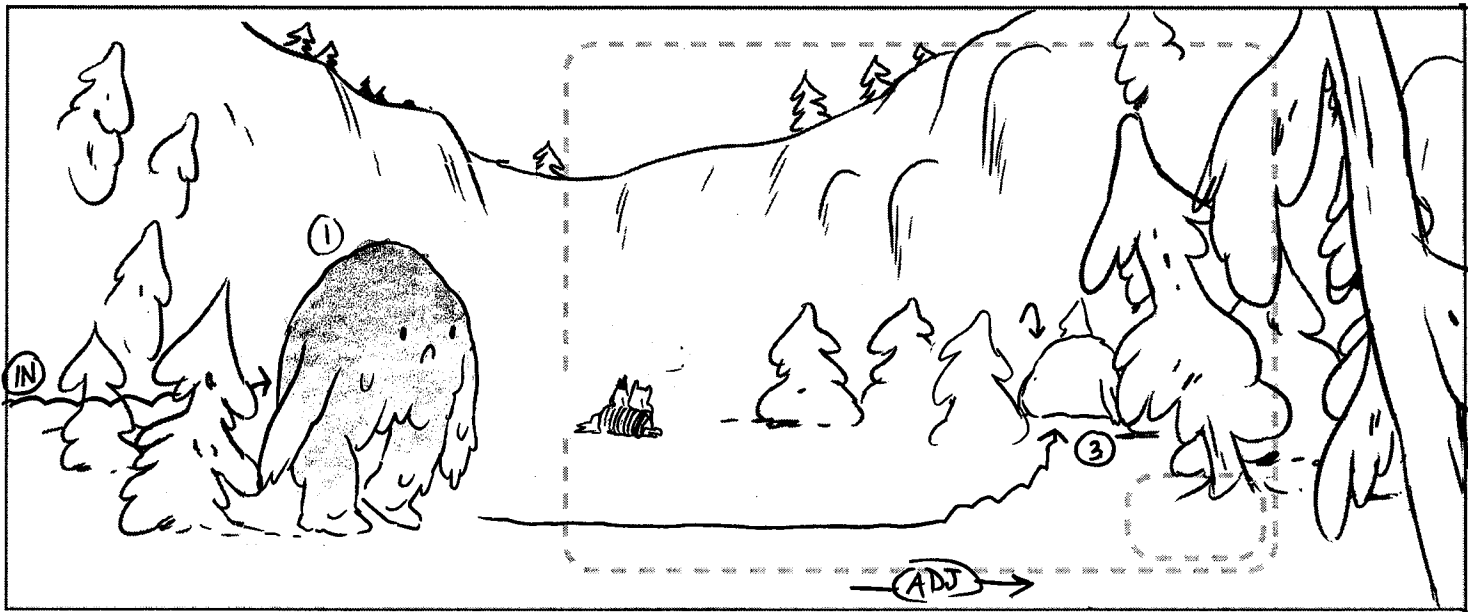
ADVENTURE TIME

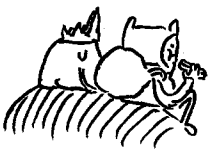



Page 205
day night

Pnl. 140

Bg. A



Dialog:			
Action:	<p>close-up</p> 		Golem walks past F+J then sits down in snow .
Timing:			

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EPISODE #

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Production :

ADVENTURE TIME

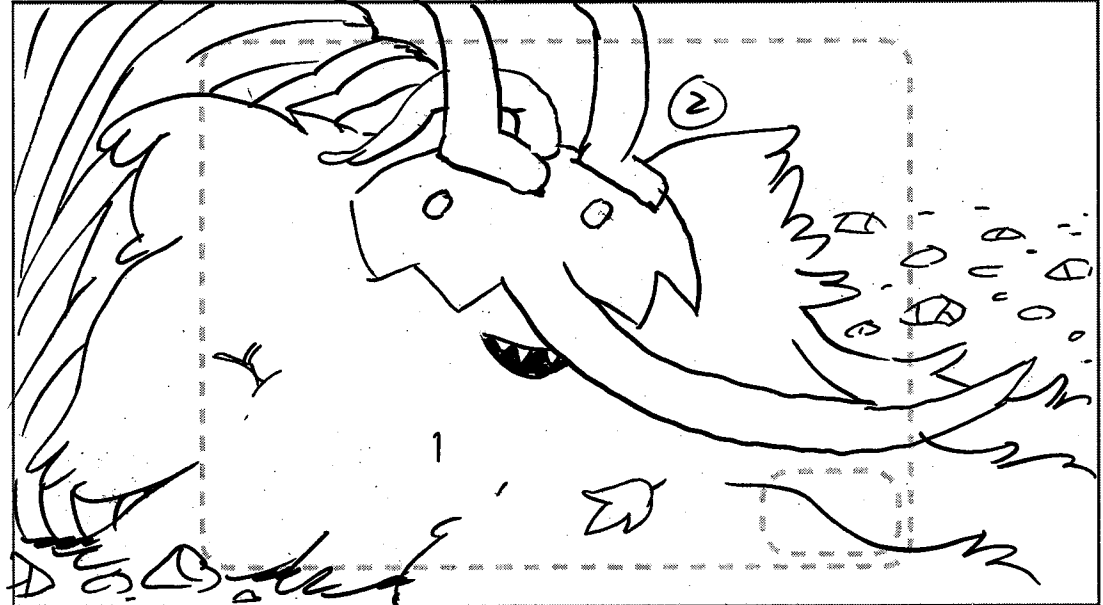


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Sc. 141 Pnl. A Bg. day night



Sc. 142 Pnl. A Bg. day night



Dialog:	
JAKE: *chew chew*	ICE KING: Boy, those sandwiches look <u>REALLY COOL</u> .
FINN: *chomp chew*	
Action:	
Finn bites sandwich.	
Timing:	



EPISODE # 100863

Production :

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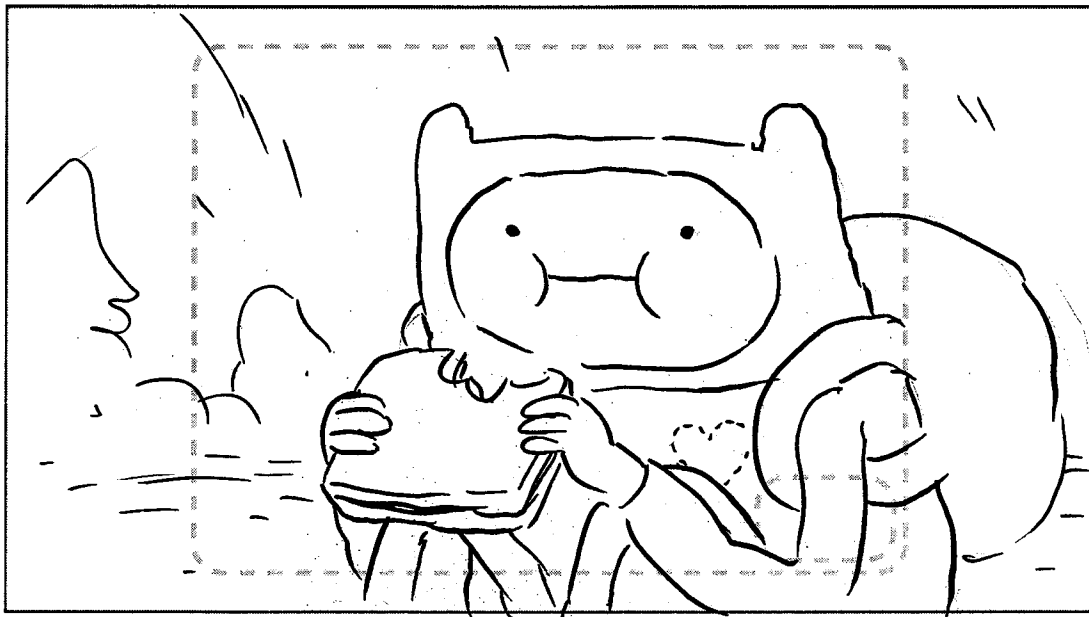
186

ADVENTURE TIME

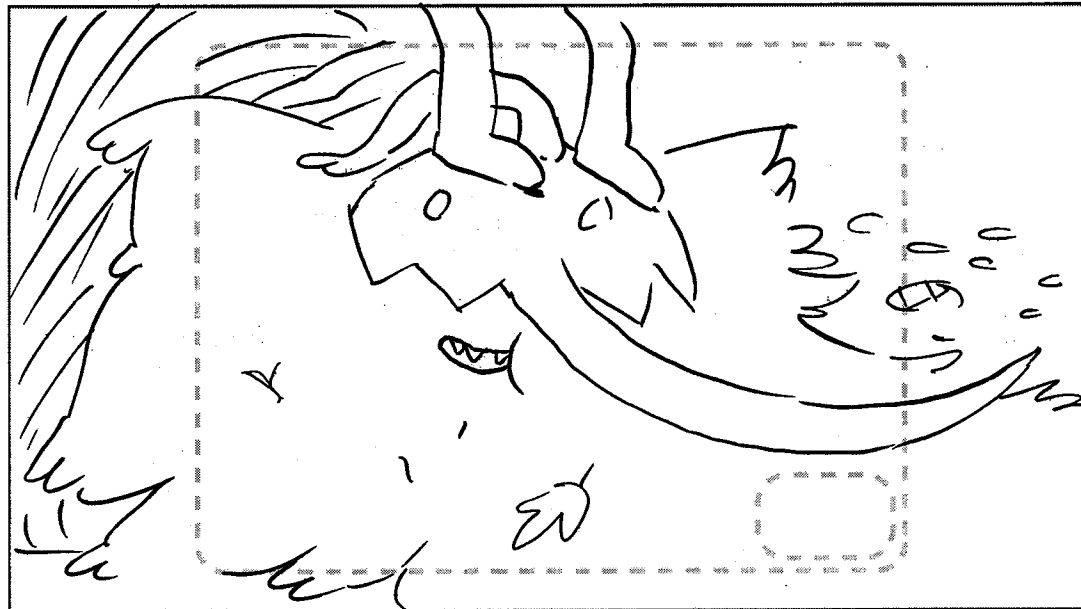


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Sc. 143 Pnl. A Bg. day night



Sc. 144 Pnl. A Bg. day night



Dialog:

(F:) * chew chew *

(I.K.) it looks like it'd be really awesome to try a bite of one a those.

Action:

Finn chews

Timing:

EPISODE # 100863

Production :

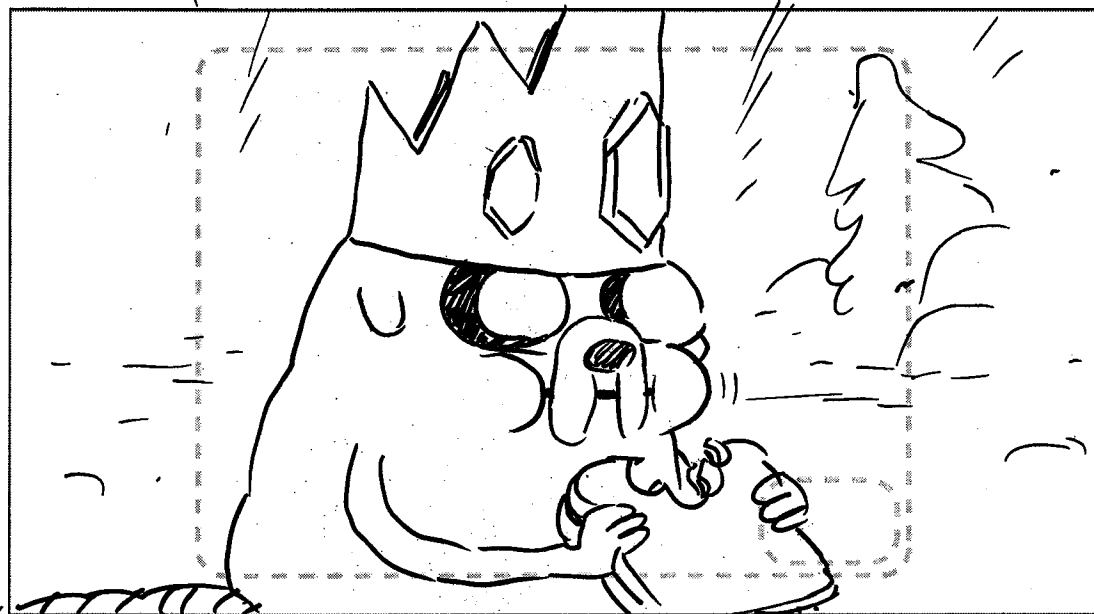
187

ADVENTURE TIME

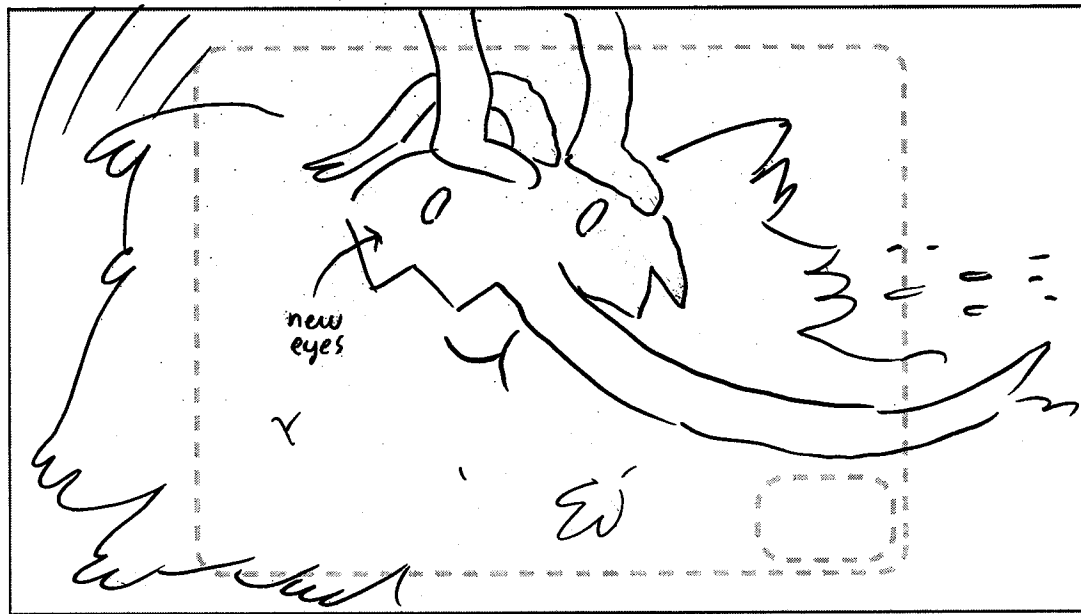


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Sc. ~~144~~ 145 Pnl. A Bg. day night



Sc. 146 Pnl. A Bg. day night



Dialog:

(J:) * chew chew *

- BEAT -

Action:

Jake chews

Timing:

EPISODE #

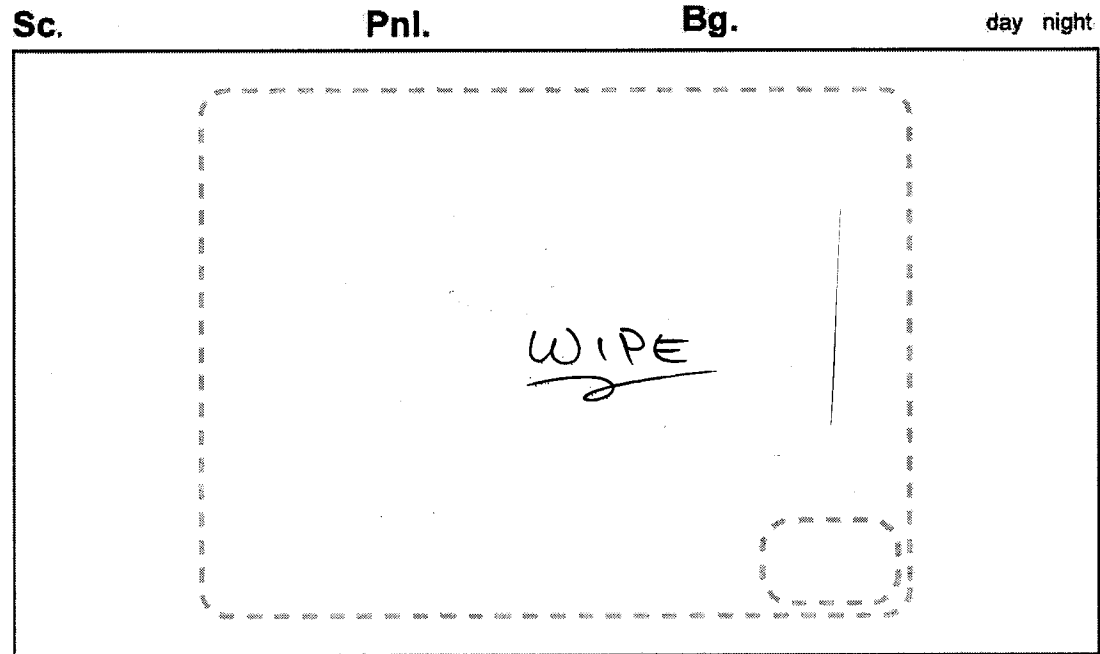
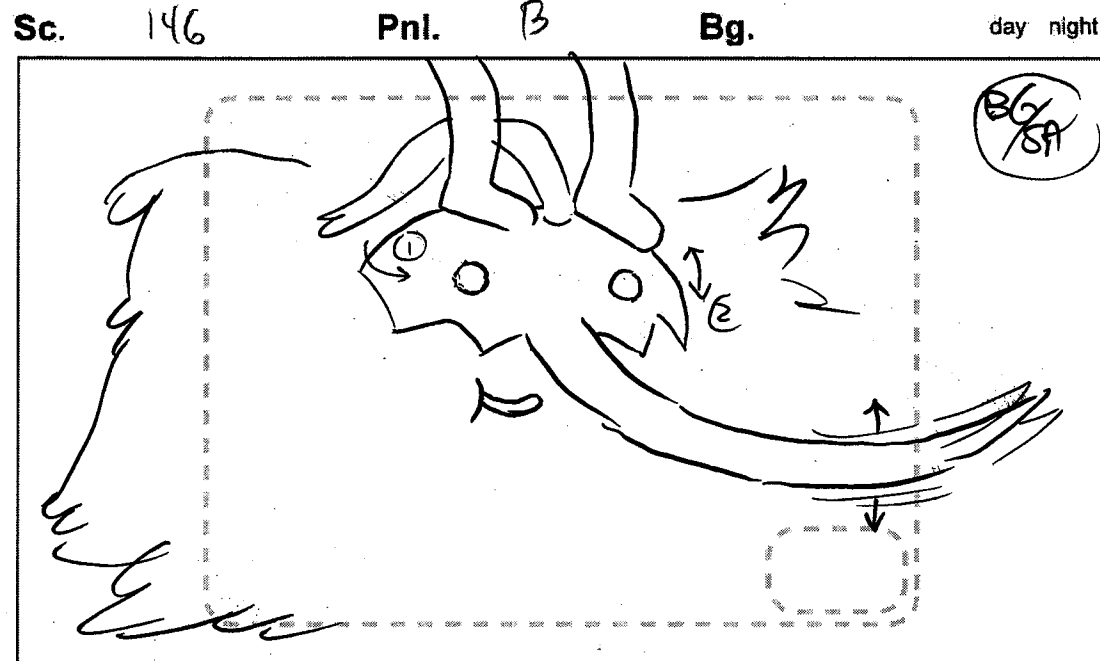
100863

Production :

ADVENTURE TIME



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Dialog: (I.k.) Right on, right on.

Action: (1) Eyes look forward
(2) Ice King nods slightly as he speaks

Timing:

EPISODE # 100863

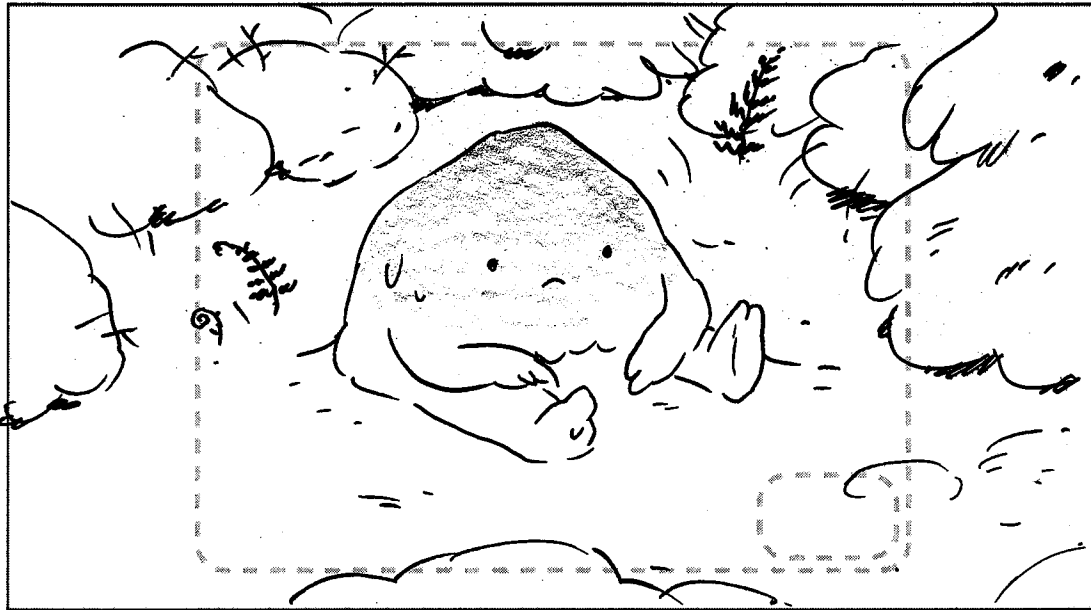
Production :

189

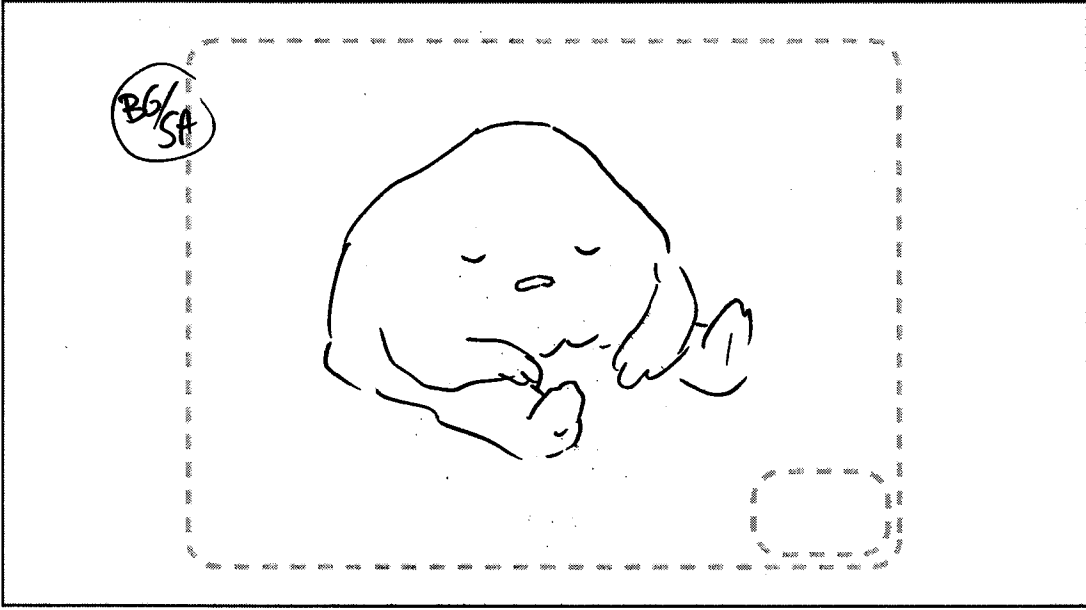
ADVENTURE TIME



Sc. 147 Pnl. A Bg. day night



Sc. 147 Pnl. B Bg. day night



Dialog:
(GOLEM:) * SIGH *
Action:
Timing:

EPISODE #

100863

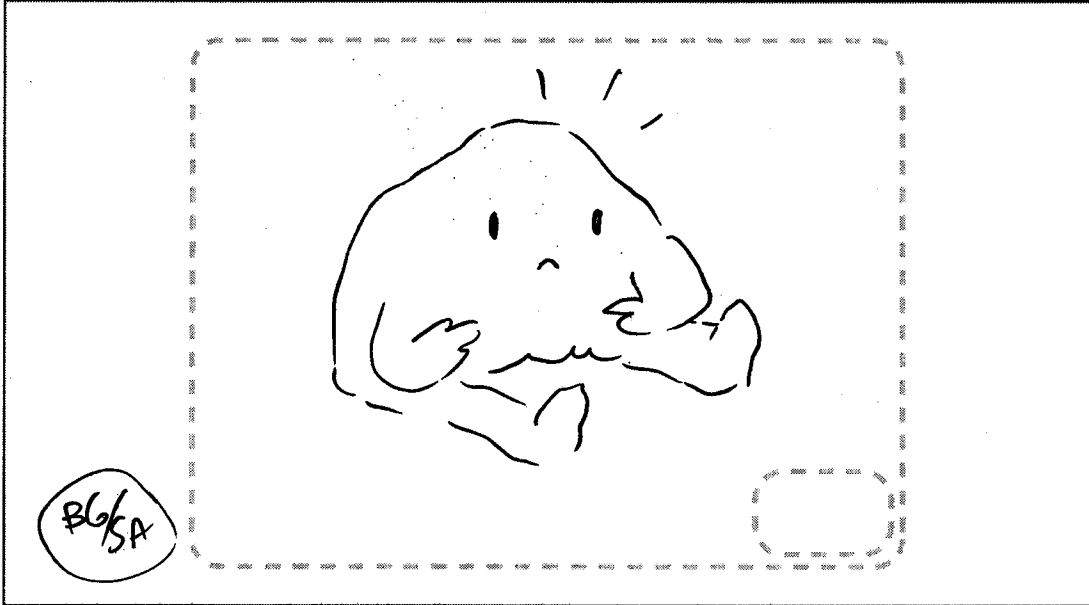
190

Production :

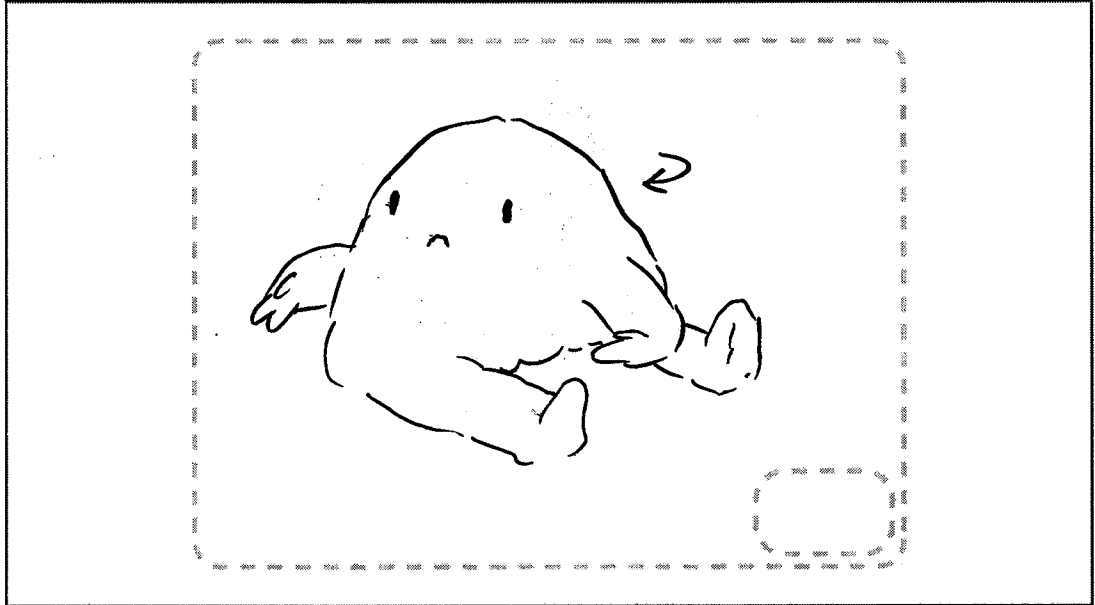
ADVENTURE TIME



Sc. 147 Pnl. C Bg. day night



Sc. 147 Pnl. D Bg. day night



Dialog:	SFX: * TWIG SNAP *
Action:	Golem hears twig up snap.
Timing:	

EPISODE #

100863

Production :

ADVENTURE TIME

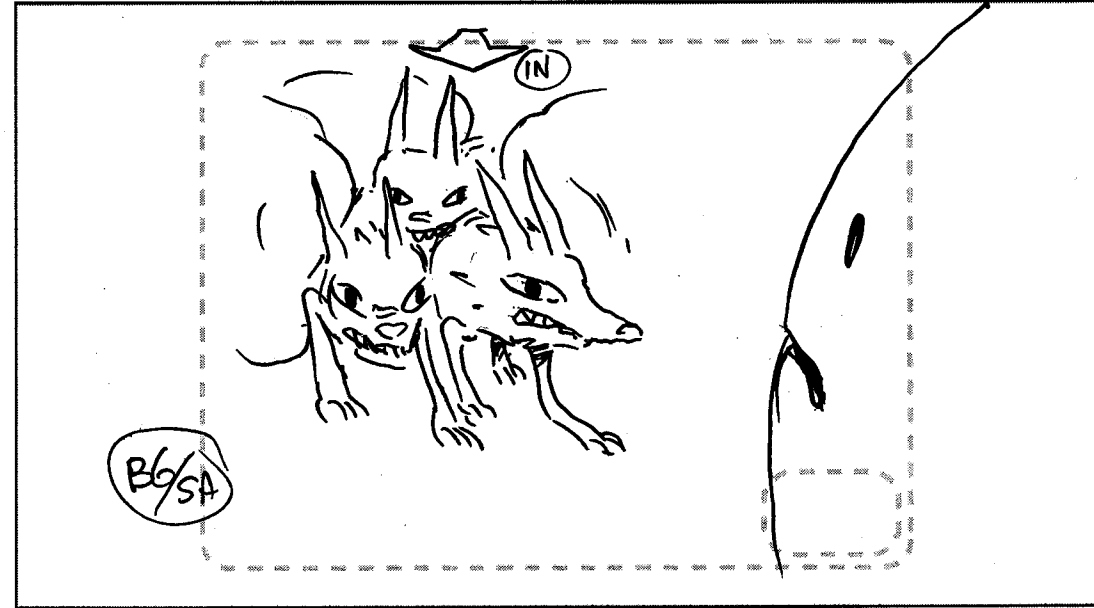


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Sc. 148 Pnl. A Bg. day night



Sc. 148 Pnl. B Bg. day night



Dialog:

SFX: * rustle rustle *

* rustle rustle *

Action:

Bushes jiggle

Wolves slowly push through bushes

Timing:

EPISODE #

100863

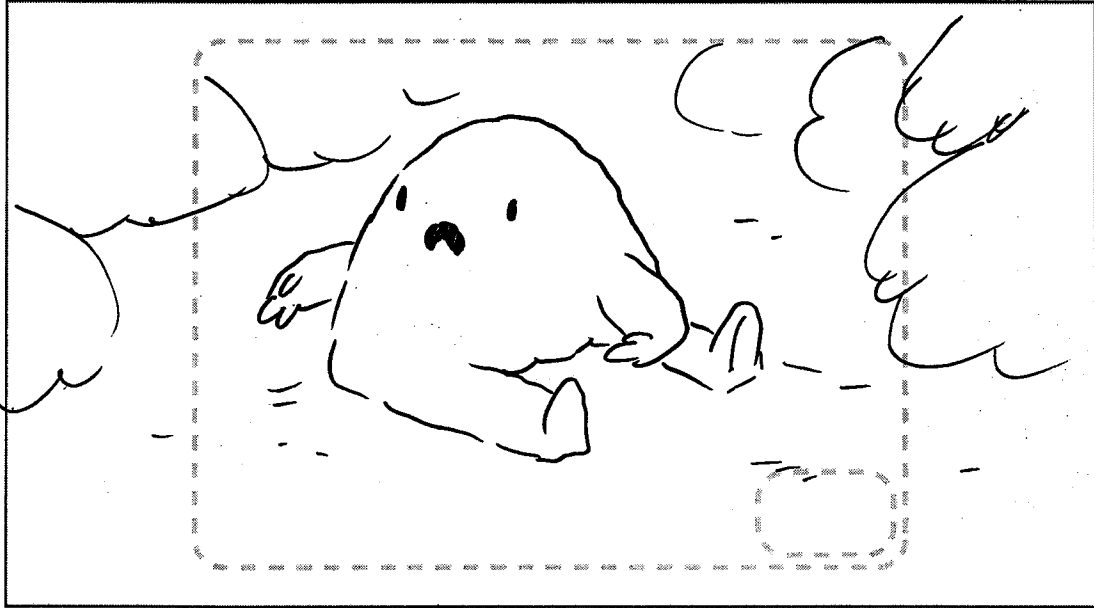
Production :

192

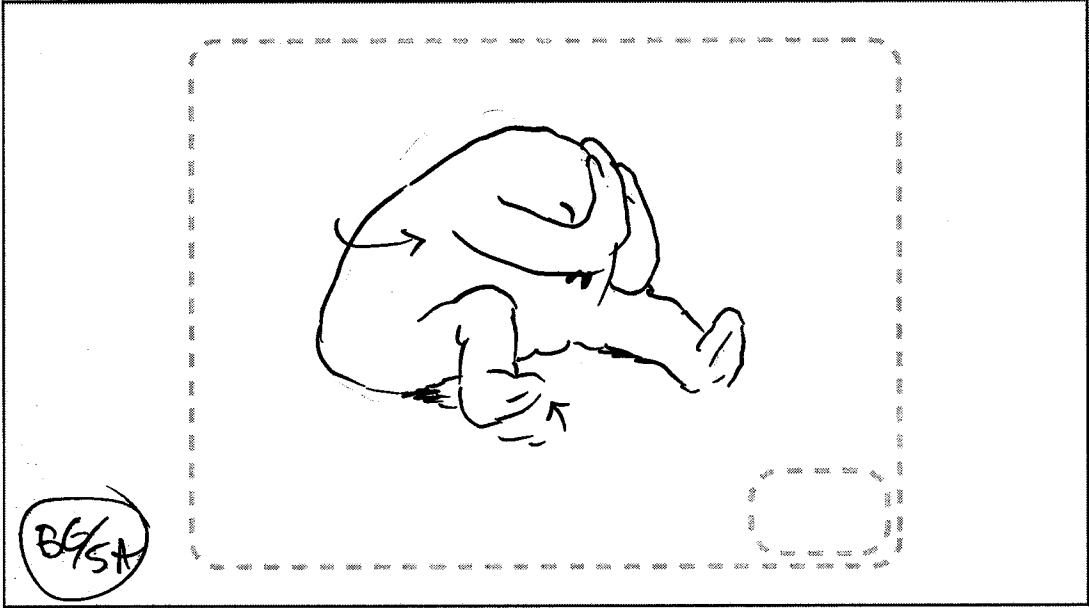
ADVENTURE TIME



Sc. 149 Pnl. A Bg. day night



Sc. 149 Pnl. B Bg. day night



Dialog:

(GOLEM:) Gnyahh!

Action:

Golem prepares to be attacked

Timing:

EPISODE # 100863

Production :

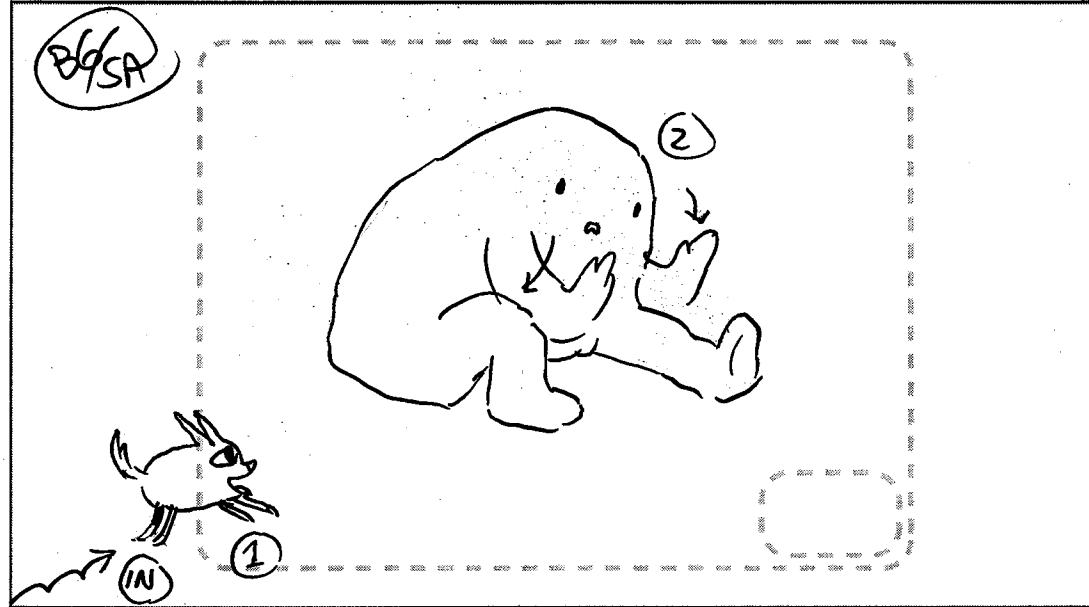
193

ADVENTURE TIME

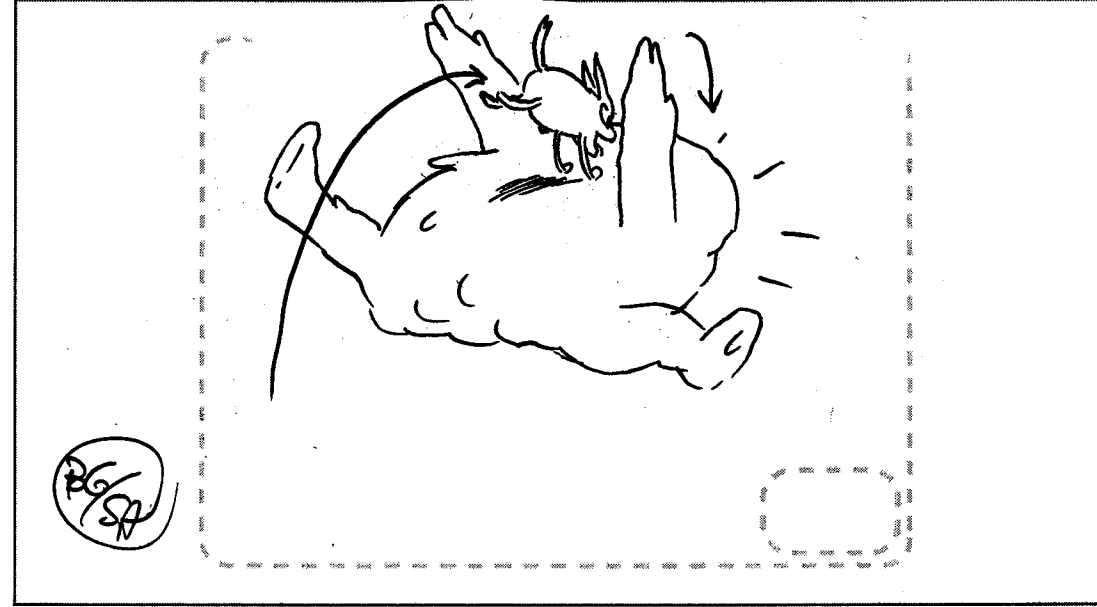


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Sc. 149 Pnl. C Bg. day night



Sc. 149 Pnl. D Bg. day night



Dialog:

(PUP:) YIP YIP!!

Action:

- (1:) Pup enters, barking
- (2:) Golem lowers arms

Timing:

EPISODE #

100863

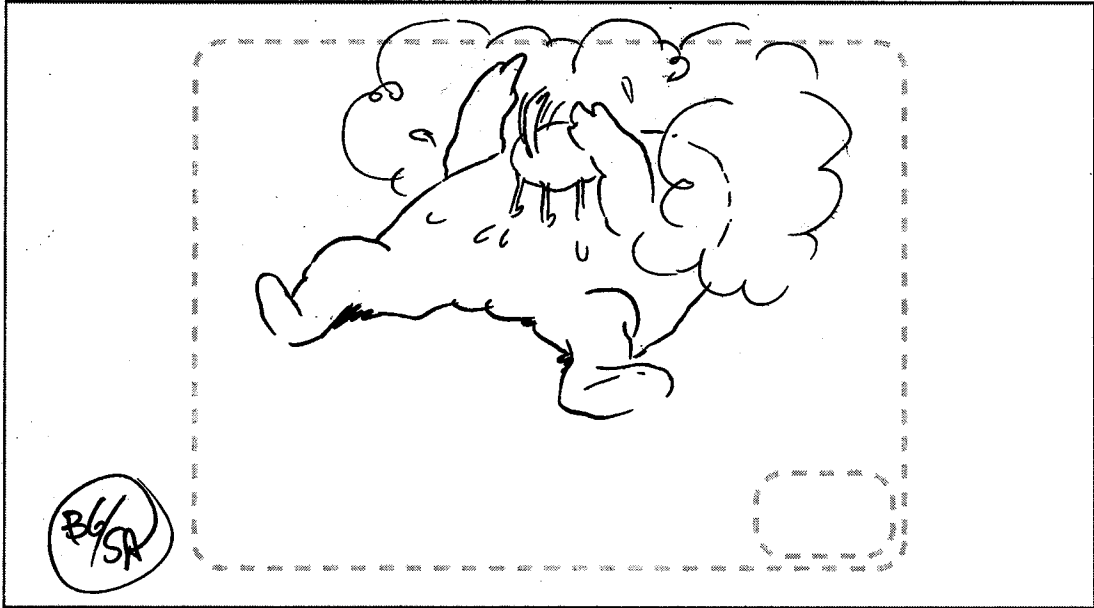
194

Production :

ADVENTURE TIME



Sc. 149 Pnl. E Bg. day night



Sc. 150 Pnl. A Bg. day night



Dialog:	SFX: * TSSSSSSS *	(PUP:) YIP YIP YIP!	(GOLEM:) HA HA HA	SFX: * TSSSSSSSSS *
Action:	steam and water drops come off Golem	steam + water drops		
Timing:				

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EPISODE #

Production :

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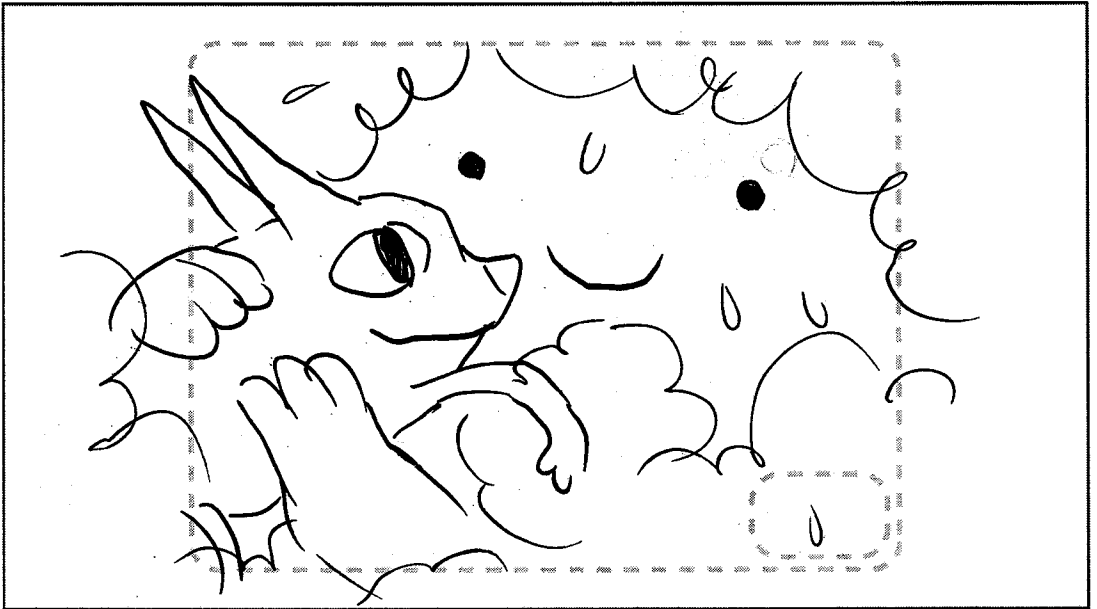
ADVENTURE TIME



Sc. 150 Pnl. B Bg. day night



Sc. 150 Pnl. C Bg. day night



Dialog:	(SFX:) * Lick Lick * (GOLEM:) * laughing * (SFX:) * tssssss * (SFX:) * tssss * Pup licks golem's face
Action:	
Timing:	

EPISODE # 100863

1916

Production :

ADVENTURE TIME



Sc. 150 Pnl. D Bg. day night



Sc. 150 Pnl. E Bg. day night



Dialog: SFX: tssssss
GOLEM: You the real good nice home.

SFX: *Lick*
SFX: tssssss

Action: Pup licks Golem

Timing:

EPISODE # 100863

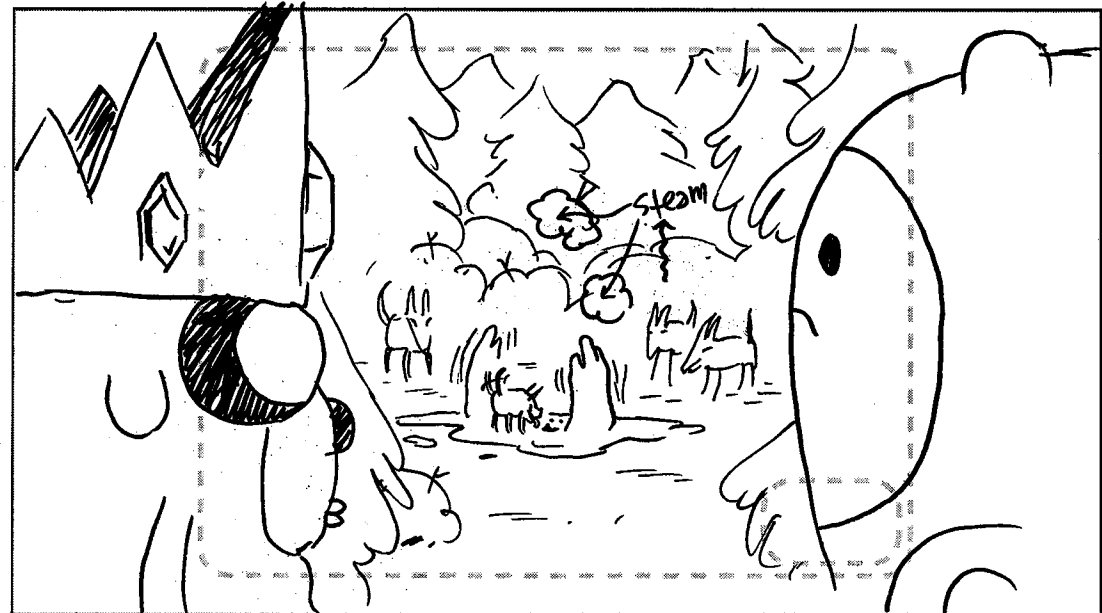
Production :

ADVENTURE TIME

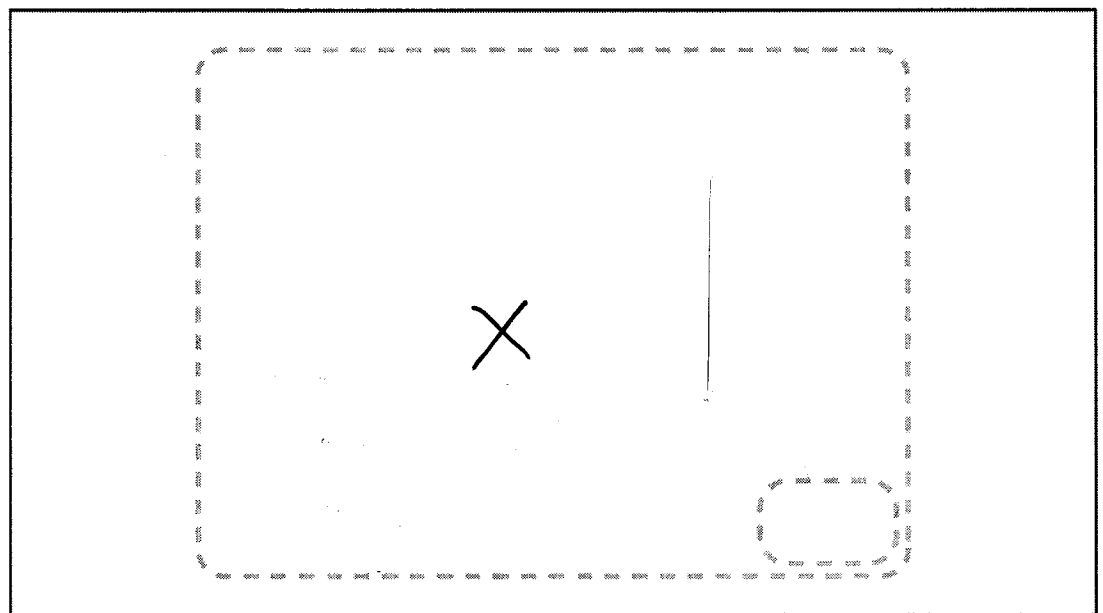


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Sc. 151 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
GOLEM: HA HA HA HA HA HA PUP: YIP YIP YIP!
Action:
Steam comes up off golem
Timing:

EPISODE #

100863

198

Production :

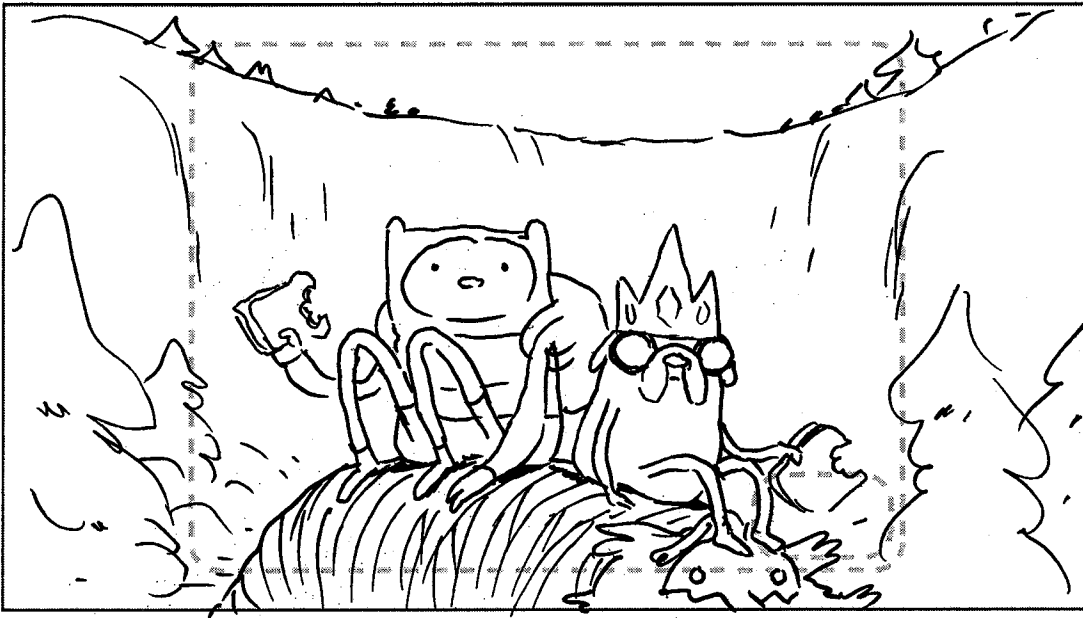
ADVENTURE TIME



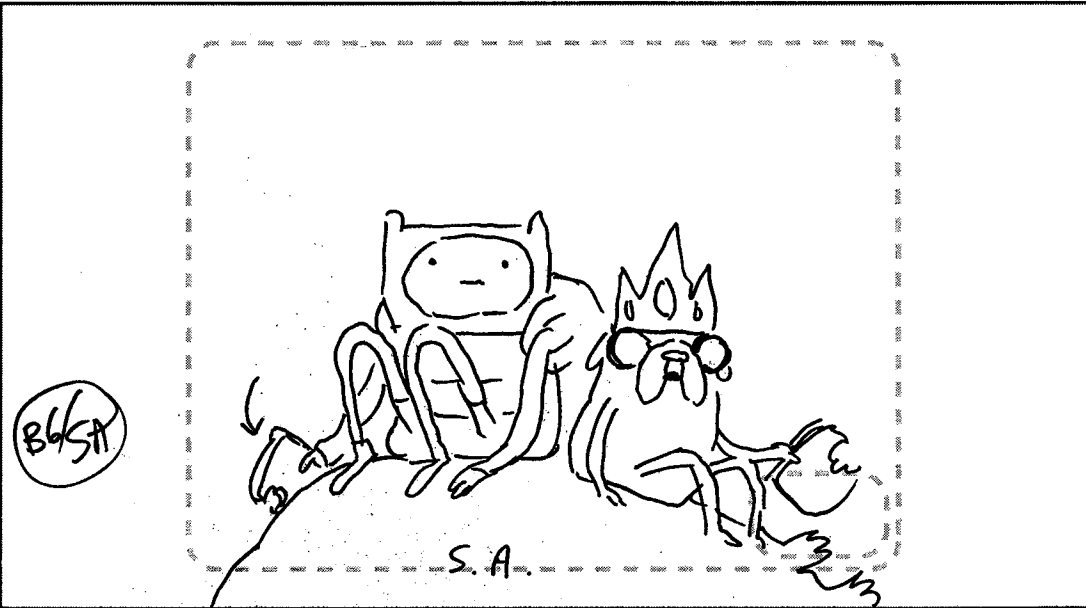
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Sc. 152 Pnl. A Bg. day night



Sc. 152 Pnl. B Bg. day night



Dialog:

(F:) Jake, do you think that puddle needs our help?

(J:) That's a snow golem, man...
I think he's laughing.

Action:

Timing:

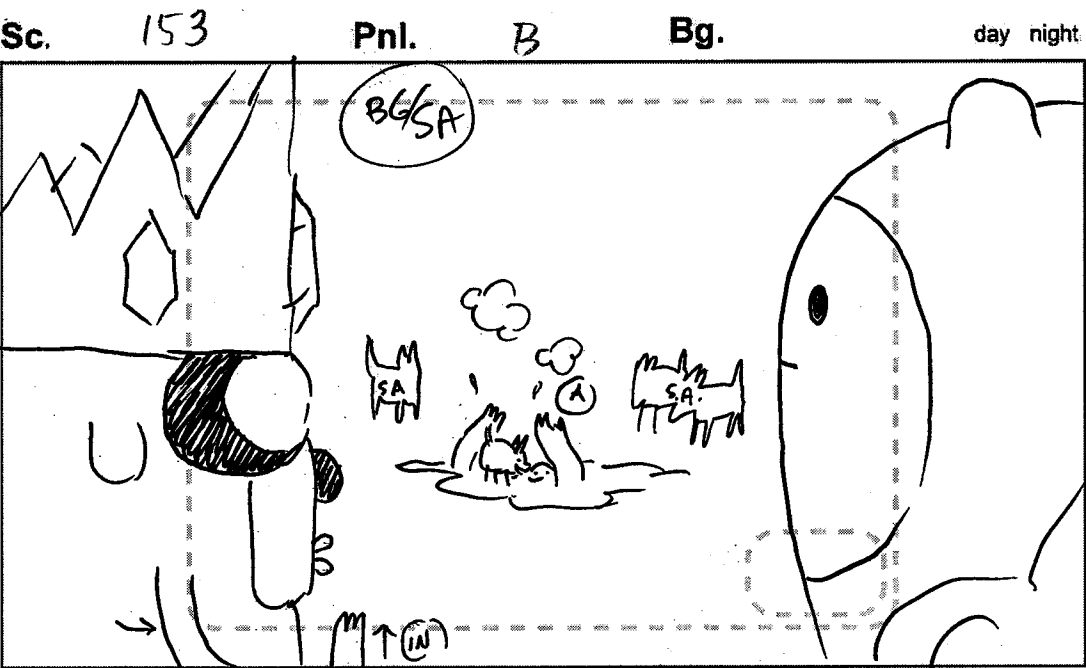
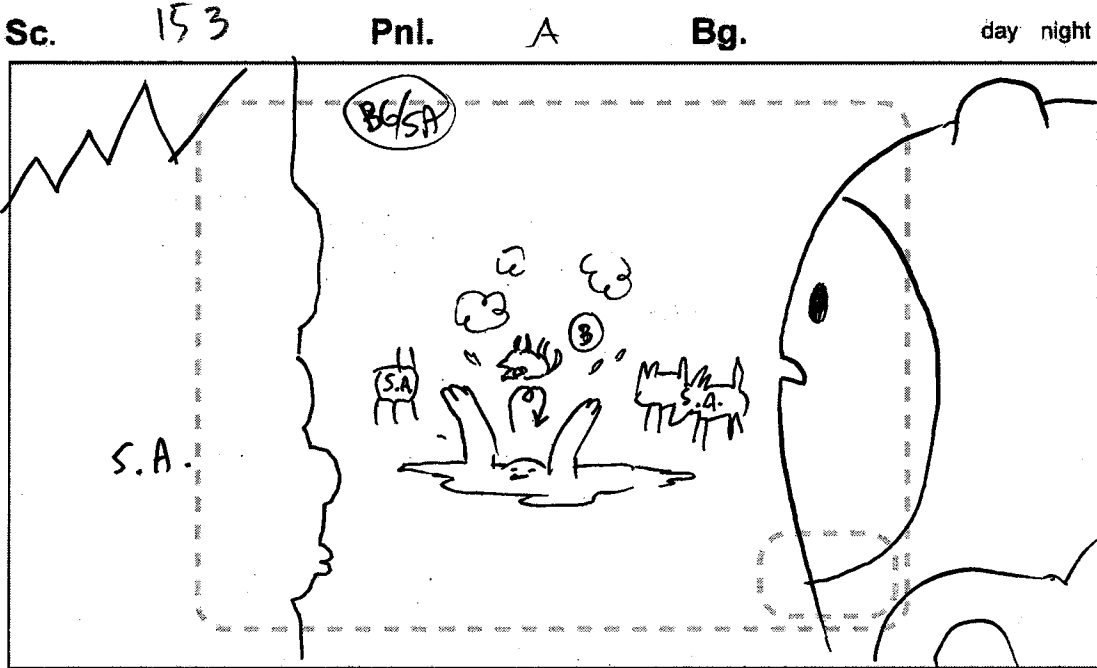
EPISODE #

100863

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Production :

ADVENTURE TIME



Dialog: (GOLEM:) * laughing *
(FINN:) Oh... I thought Snow Golems and Fire wolves hated each other.

Action: Golem tosses pup in air.

Timing:



(GOLEM:) * laughing
(PUP:) * YIPPING *
(JAKE:) Oh yeah. Big time.

(A)(B)(A)(B)
Golem claps



EPISODE #

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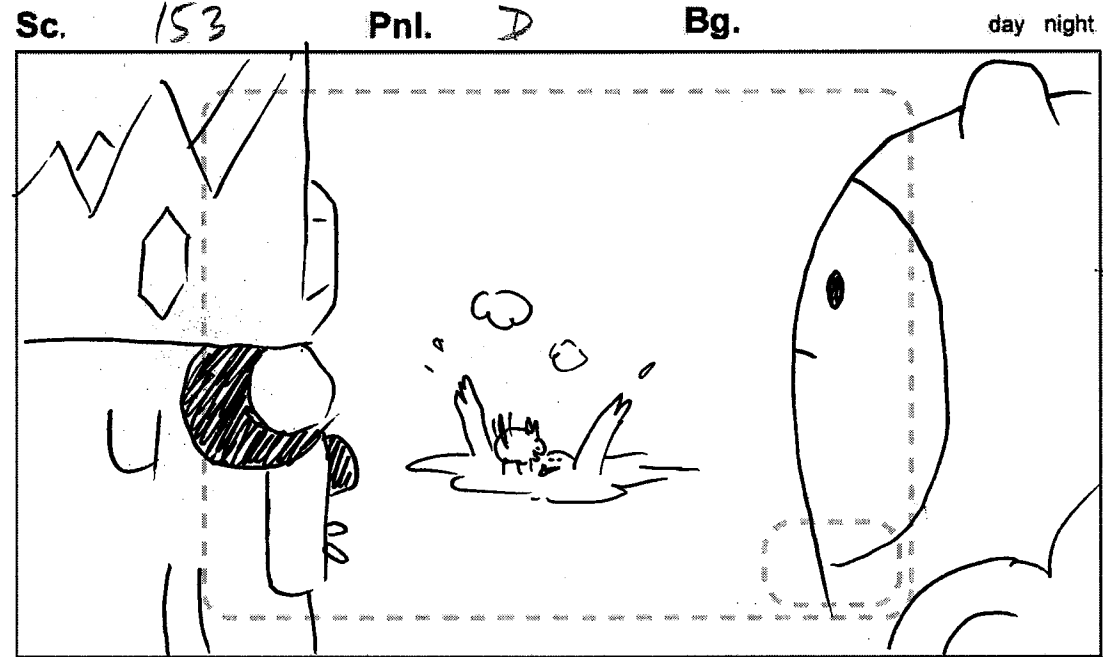
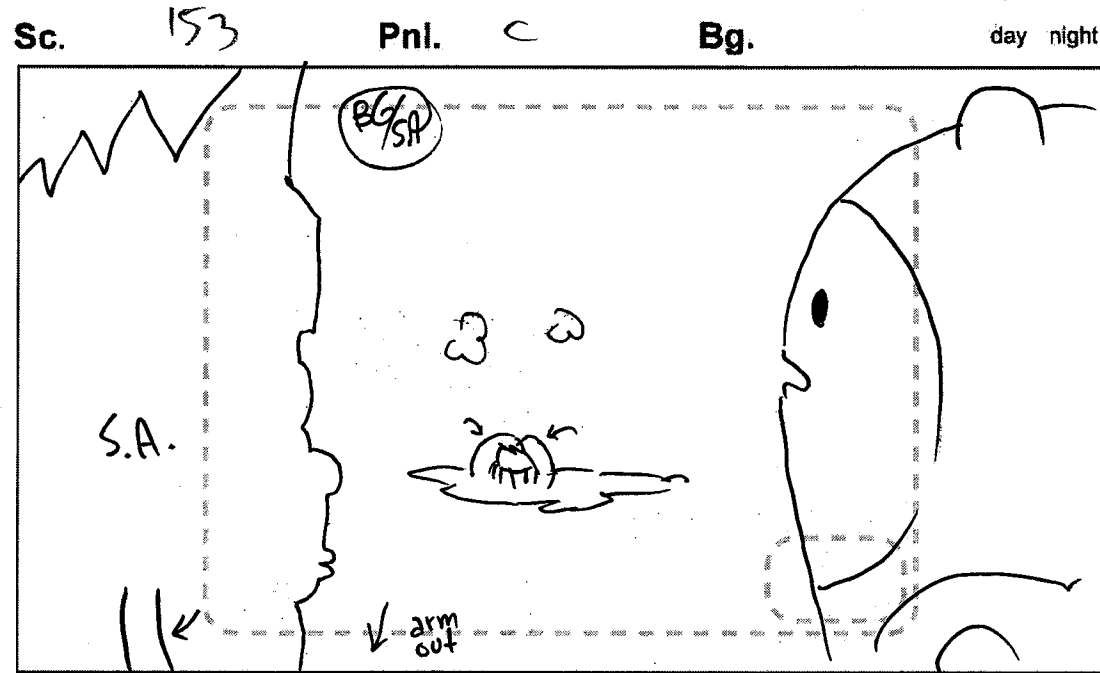
199.5

Production :

ADVENTURE TIME



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Dialog: (GOLEM - laughing)
(PUP - YIPPING)

(FINN:) but they learned to get along.

Action: (A) (B) (A) (B) (A) (B)
Golem rubs pup



Timing:



(GOLEM - laughing)
(PUP - YIPPING)

(JAKE:) Yup.

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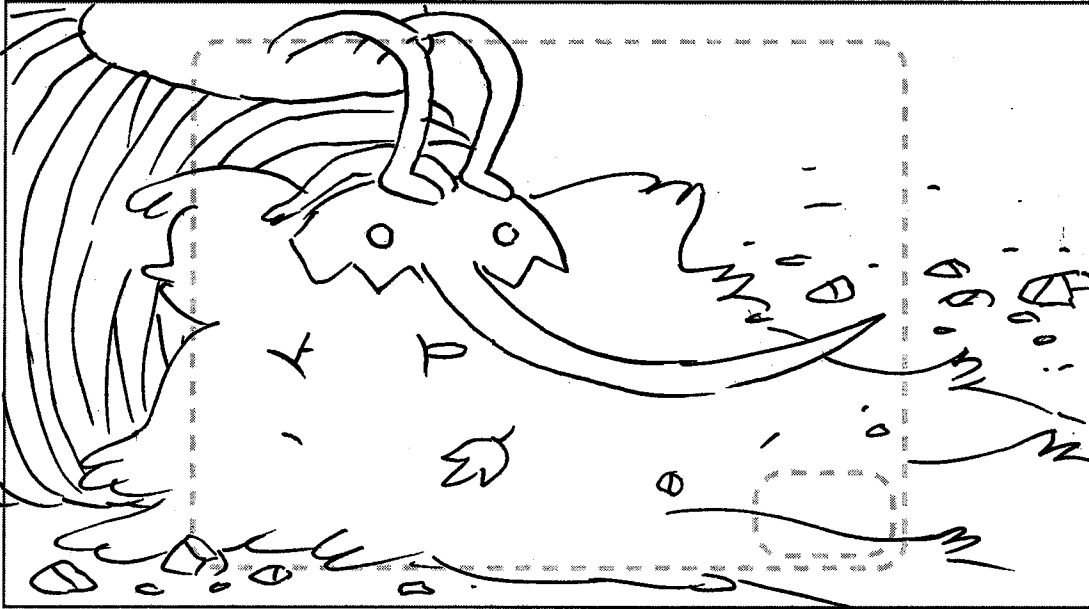
EPISODE #

Production :

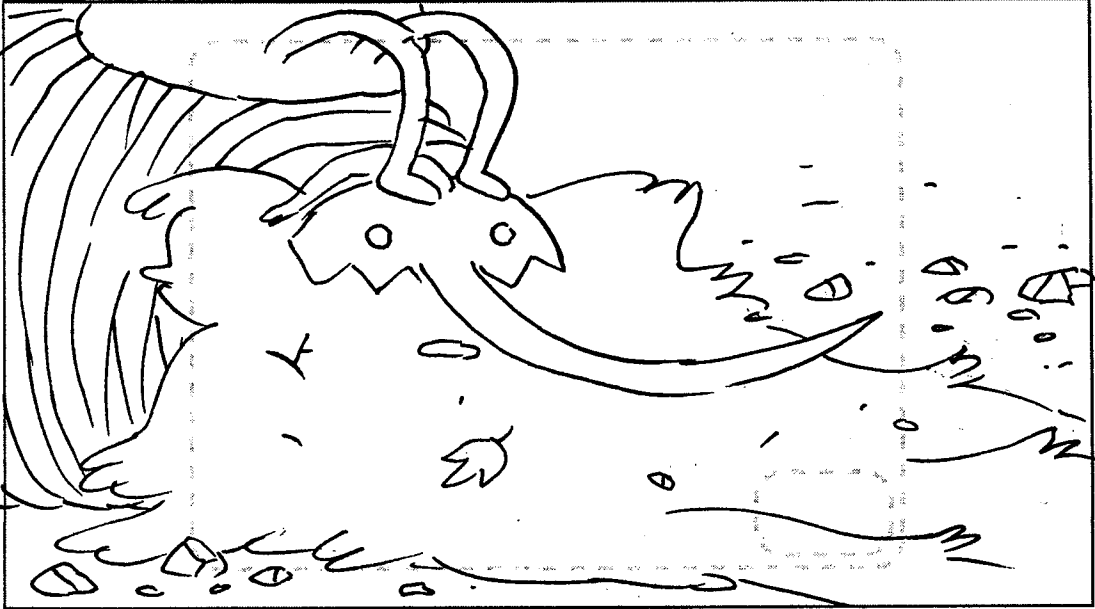
ADVENTURE TIME



Sc. 154 Pnl. A Bg. day night



Sc. 154 Pnl. B Bg. day night



Dialog:	(I.K.) y' know....	(I.K.) Maybe we could all learn a thing or two from those sandwiches.
Action:		
Timing:		

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EPISODE #

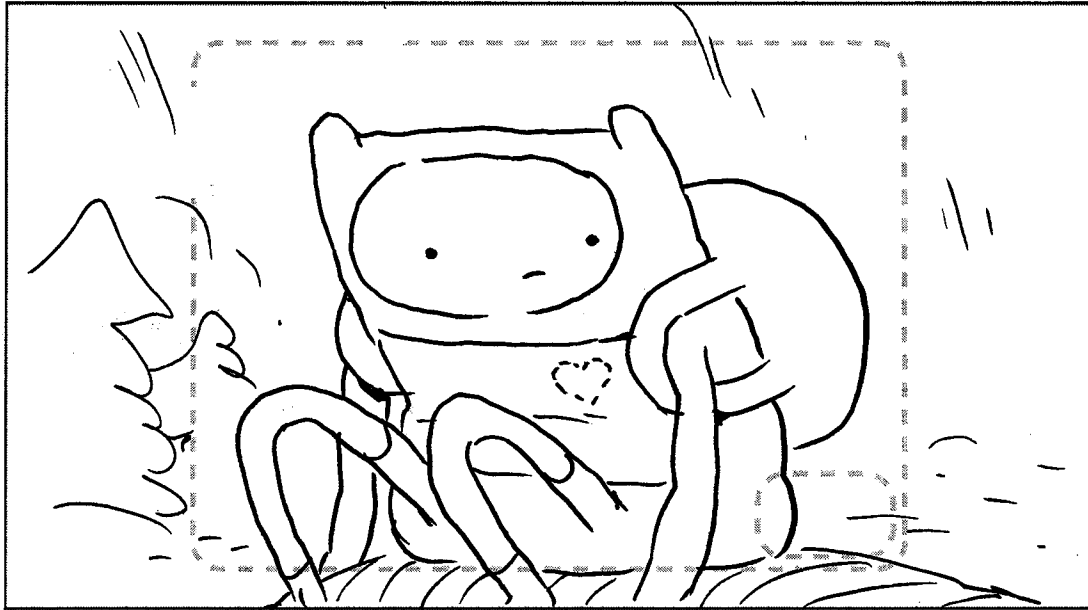
Production :

ADVENTURE TIME

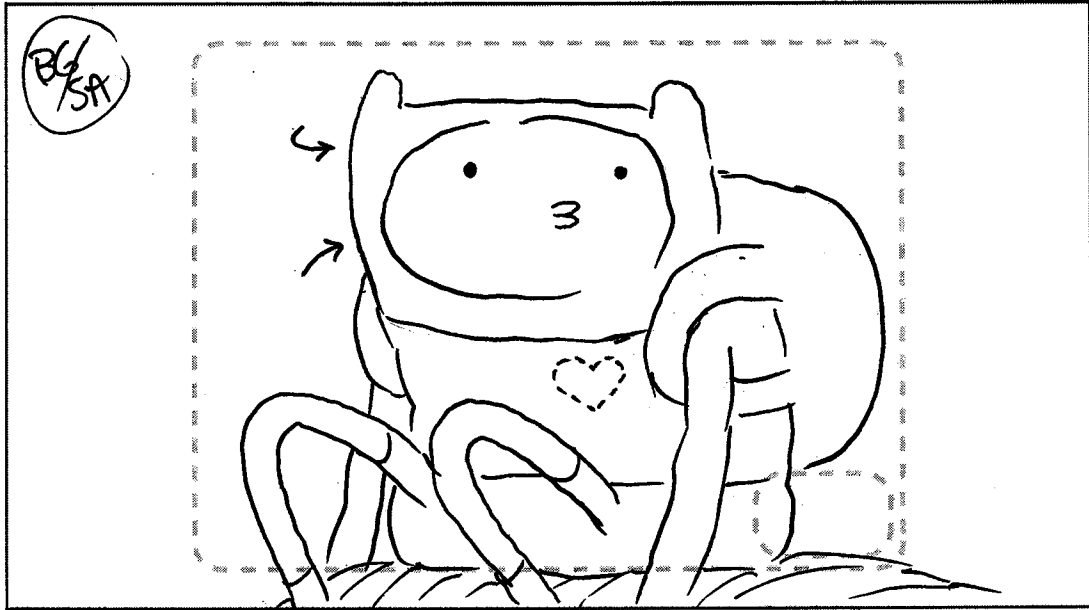


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Sc. 155 Pnl. A Bg. day night



Sc. 155 Pnl. B Bg. day night



Dialog:
Action:
Timing:

Production :
EPISODE # 100863
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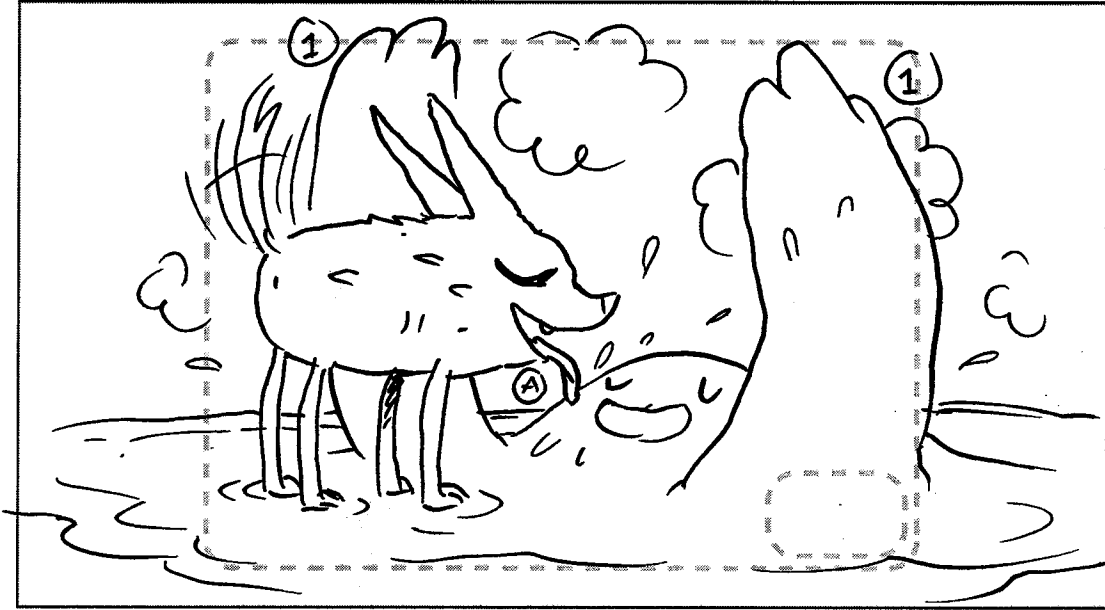
ADVENTURE TIME



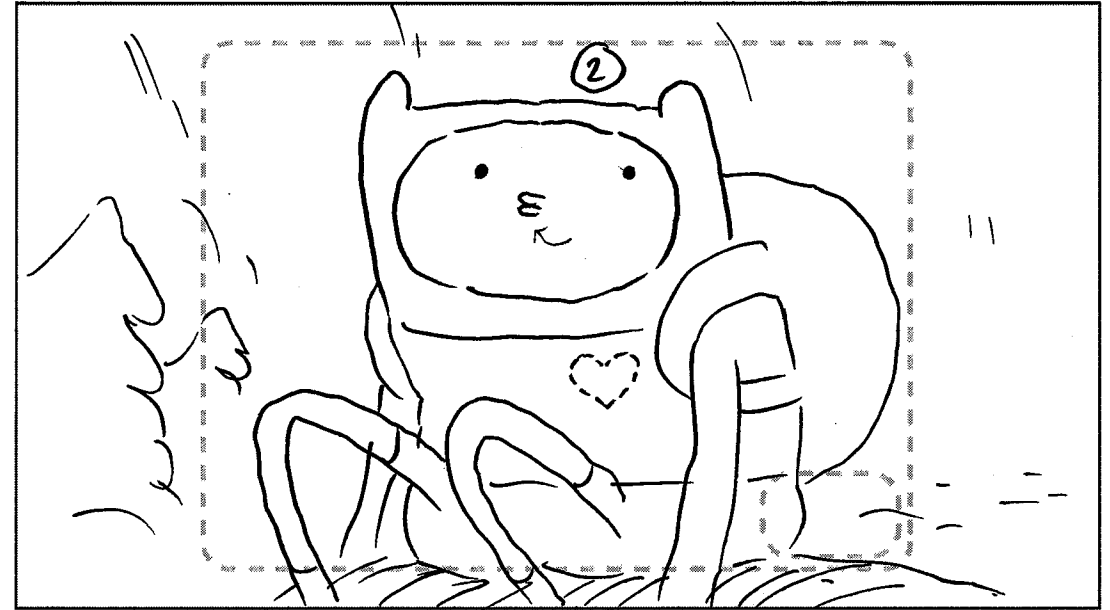
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Sc. 156 Pnl. A Bg. day night



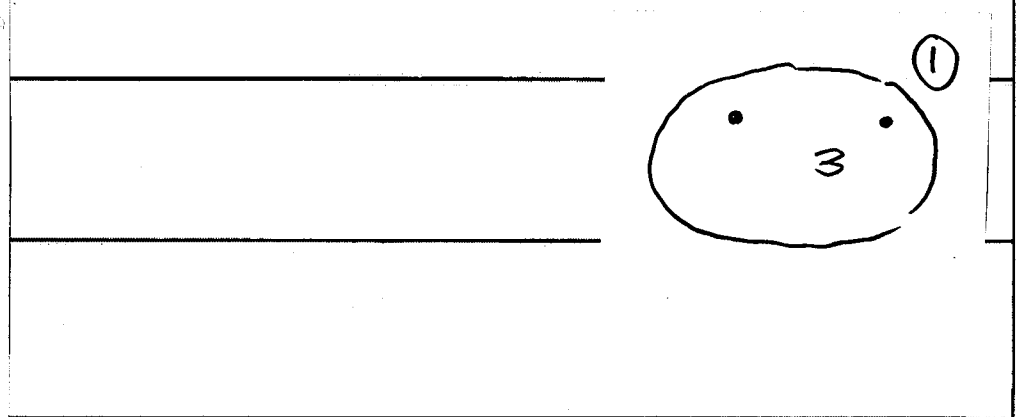
Sc. 157 Pnl. A Bg. day night



Dialog: GOLEM: HA HA HA
SFX: lick lick

Action:
- pup licks
A B A B A B
- Golem waves arms
(1) (2) (1) (2)

Timing:



Production :

EPISODE #

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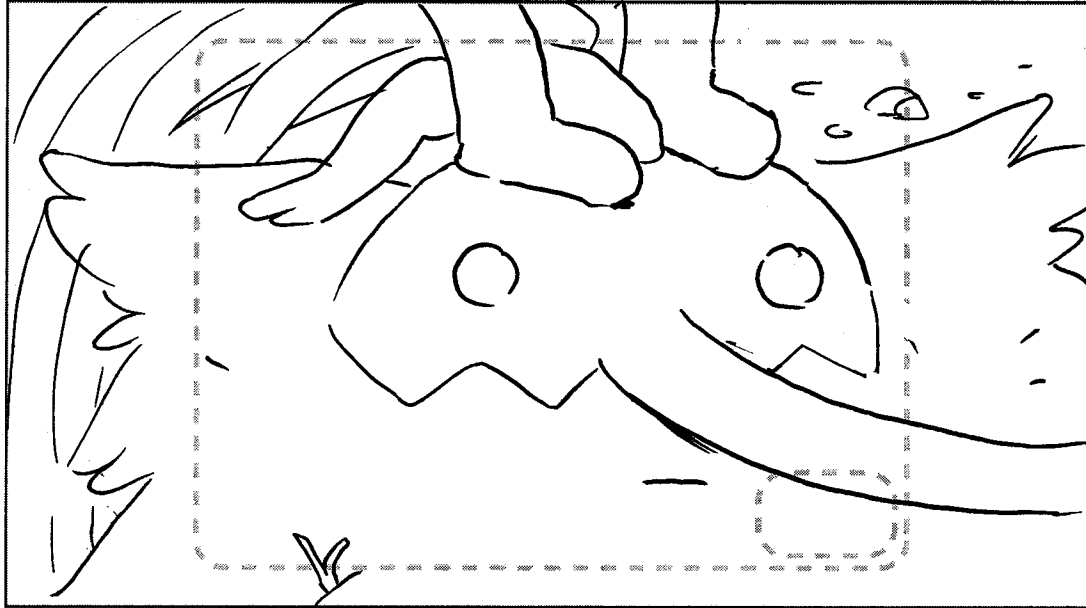
203

ADVENTURE TIME

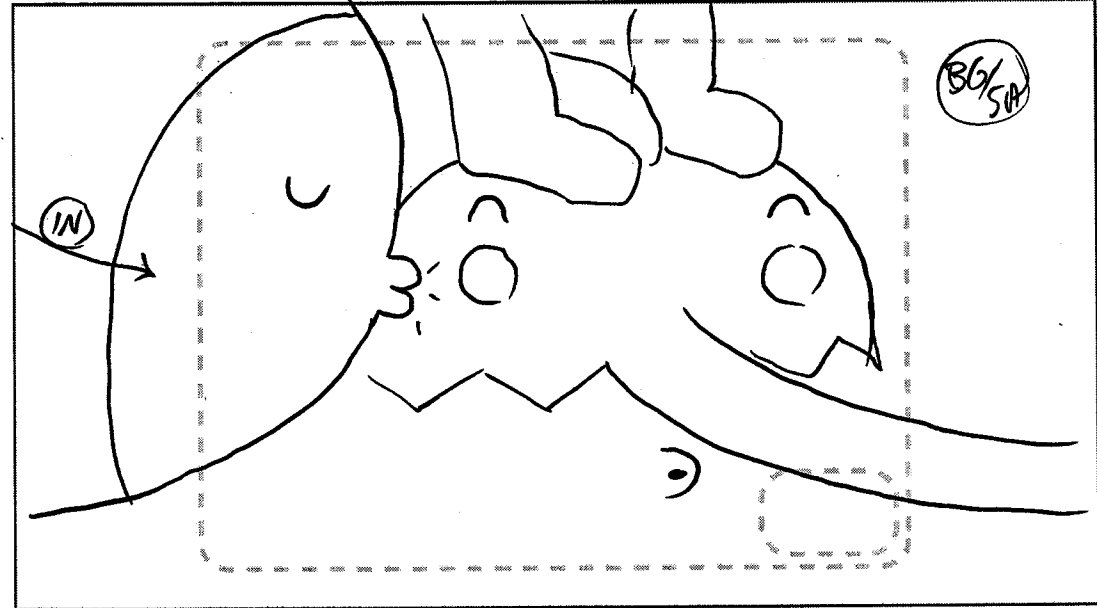


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Page

Sc. 158 Pnl. A Bg. day night



Sc. 158 Pnl. B Bg. day night



Dialog:

(FINN) *kiss*

Action:

Finn kisses ice king's cheek

Timing:

EPISODE #
100863

Production :

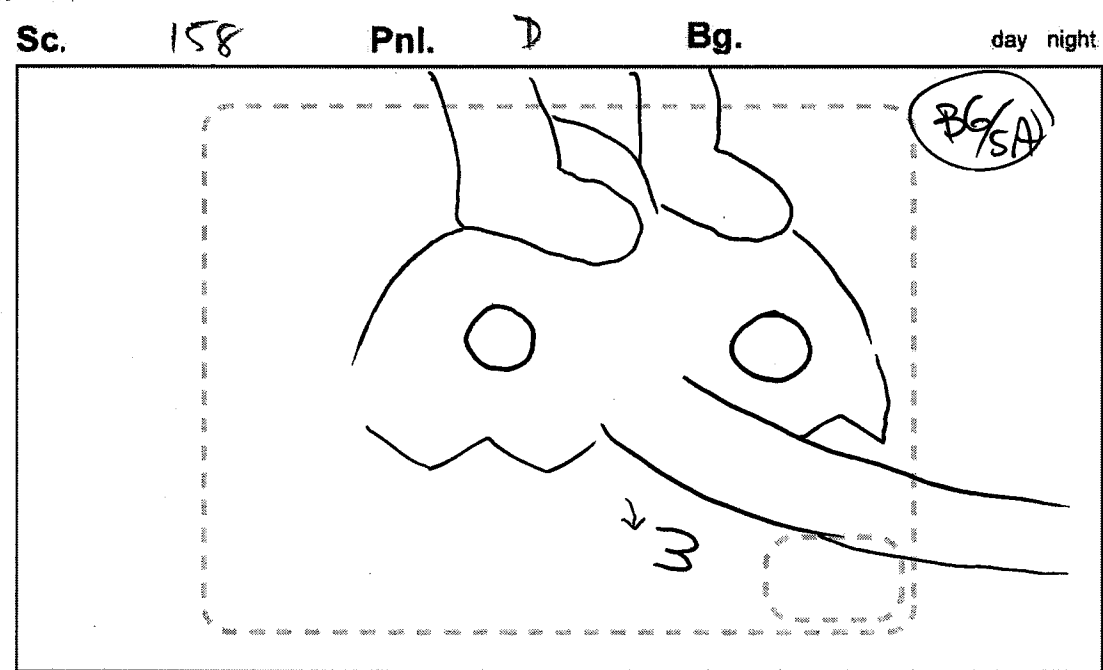
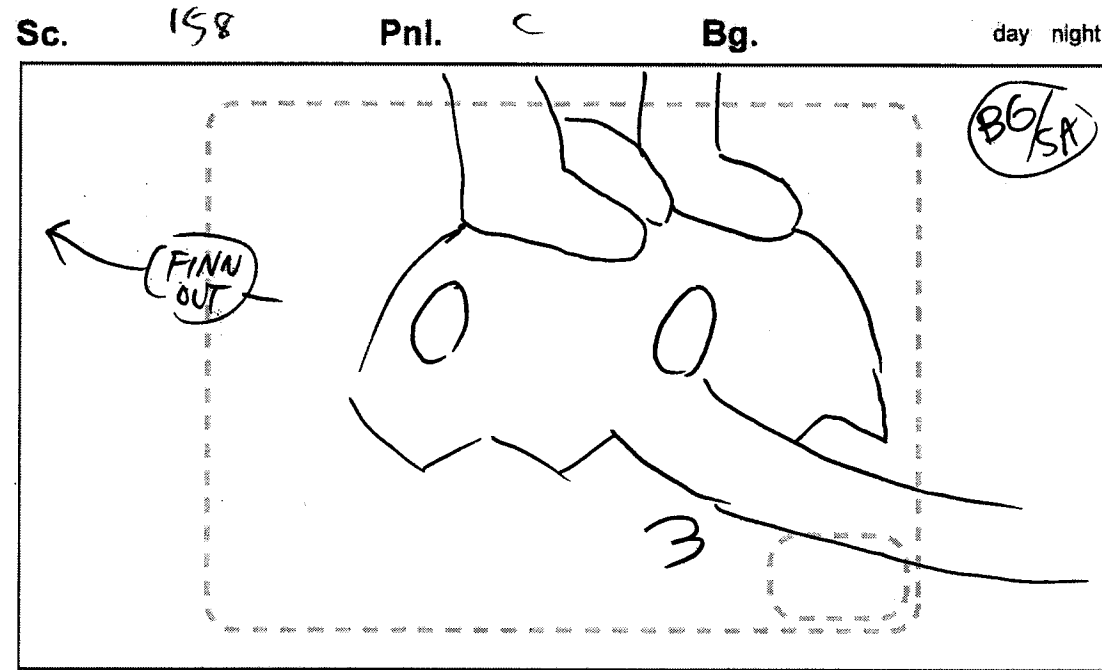
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ADVENTURE TIME



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Page



Dialog:
Action: Ice king looks up at Finn
Timing:
1.K. looks forward

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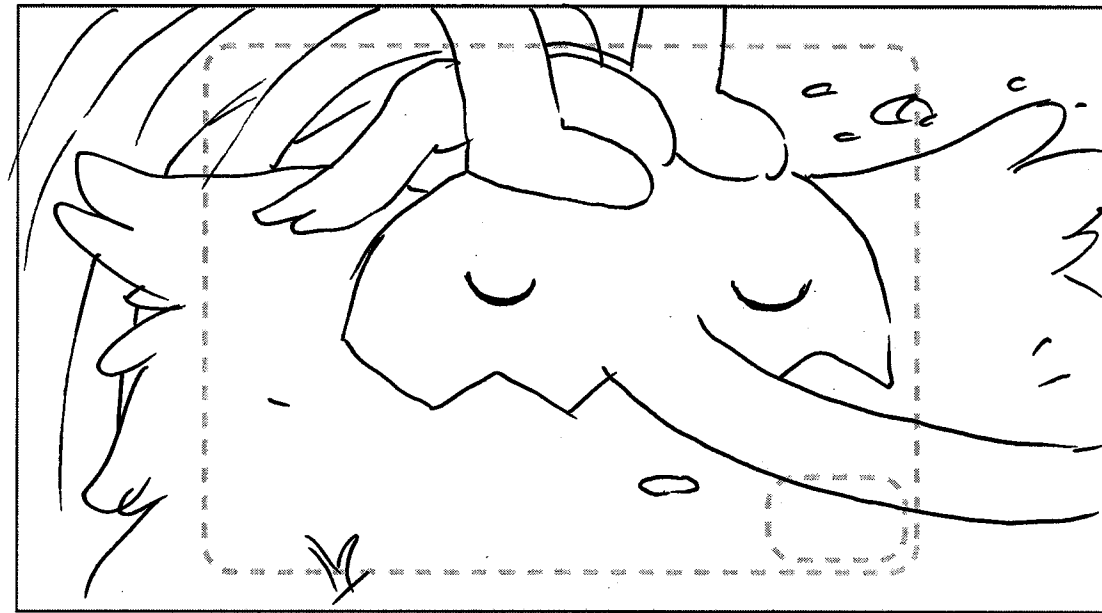
Production :

ADVENTURE TIME

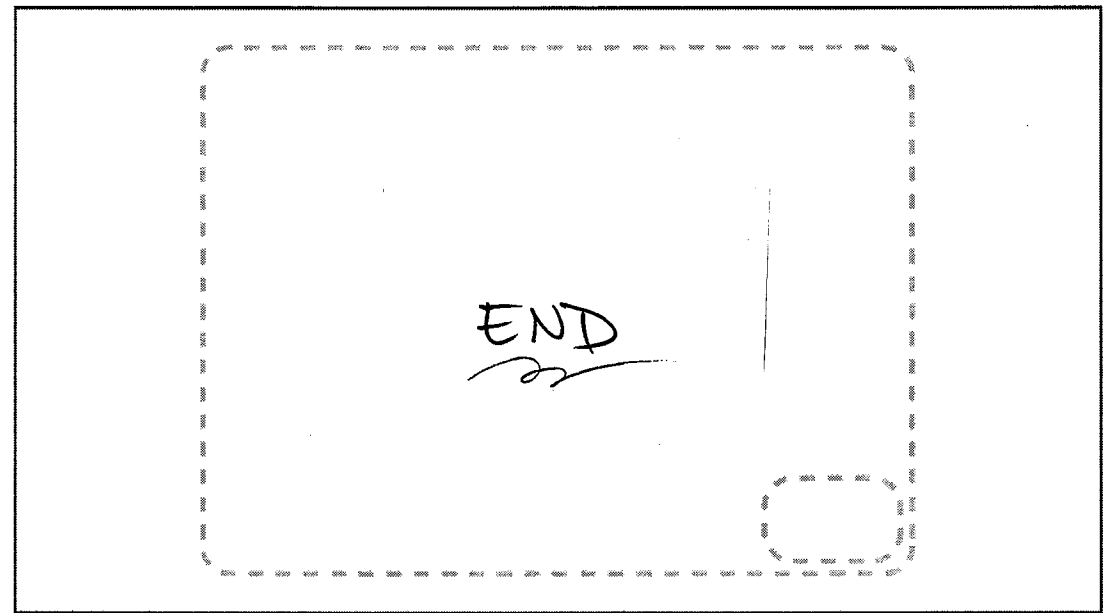


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Sc. 158 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:
(ICE KING:) Thank you.
Action:
Timing:

100863
EPISODE #

Production :